Board	
Stores location	Location
Stores characters	Characters
Stores estates	ValidEstates
Stores invalid area	InvalidEstates
Knows item locations	Item
Knows game status	State

Characters	
Knows position	Location
Movement & restrictions	Location
Has game cards	Storage

State	
Can guess cards	Turn
Can refute normally	Turn
Can refute finally	Turn
Can win	Turn

ValidEstates	
Knows location	Location
Knows player positions	Location
Knows weapon positions	Item

InvalidEstates	
Knows location	Location
Knows player positions	Location

Location	
Knows position of all	Coordinate

Turn	
Knows number of characters	Storage
Knows character turns	State
Throws accusations	State
Rolls dice	Storage