GUI CRC Cards

Game Application	
Start Game	Game Display
Reset Game	Client
Quit Game	Server
Show Main Menu	
Load Entities	

Game Display	
Show Inventory	Menu
Display Information	Heads Up Display
Show Menu	In Game Menu
Show Controls	Key Binding

Menu	
Enter Game	Game Application
Quit	

Inventory	
Show Player Inventory	Pickup
Show Container Inventory	Container
	Player

Key Binding	
Get Key	
Get Action	

World Logic CRC Cards

World	
Move Player	Room
	Player
Can Pick Up Entity	Entity
Key Opens Door	Key
	Door
Can Put in Container	Container

Player	
Put In Inventory	Entity
Remove From Inventory	Position
Within Reach	

Door	
Open	Player
Close	

Room	
Can Move to Position In Room	Player or Entity
Put In Room	
Leave Room	

Serialization CRC Cards

Loader	
Returns World from JSON file	World
Creates World	Entity
Returns World from String	JSON Object
Get Players	Player
Load Entities	Room

Saver	
Saves World	World
Saves World as String	Entity
Construct World JSON Object	JSON Object
Construct Entity JSON Object	Player
	Room

Network CRC Cards

Client	
Join Game	World
Apply Player Actions to World	Player
Update World	Server
Send Action to Server	Message
Apply Updates From Server	

Server	
Load World	World
Save World	Player
Joins Clients To Game	Server
Apply Client Updates	Message
Send Out Updates To Clients	Client
Update World	Saver
	Loader

Message	
Store information about an action or entity that can be sent over the network	

Renderer CRC Card

Game Renderer	
Render The World From Players Eyes	World
	Player
	Room
	Entity
	Rendering Model

Rendering Model	
Draw Itself	
Load From File	