CRC Cards

PlayerController	
Responsibilities	Collaborators
Player Type Starting Point of Player on Tile Current Position of Player Update Player's Position	CardType <<Enumeration>> GameObject<<Abstract>>

CardController	
Responsibilities	Collaborators
Card Value Sard Type Set Delegate Handle Clicked Card	GameObject<<Abstract>> ICardDelegate<<Interface>> ResourceLoader

GameBoard	
Responsibilities	Collaborators
List of players List of Dragon Cards List of Coordinates of each Tile List of Cordinates of each Cave List of Tiles List of Caves Current Game Mode	Shape PlayerController CardController ICardDelegate<<Interface>> GameLevel<<Abstract>> CardType<<Enumeration>> ResourceLoader

BasicGameMode	
Responsibilities	Collaborators
gameWinUI handles Winning Condition	GameBoard CardType <<Enumeration>> GameWinUI GameModeBase<<Abstract>>

TurnController	
Responsibilities	Collaborators
stage set Scene	

StageController	
Responsibilities	Collaborators
stage show Stage Draw Scene Set Stage	Stage