

MAIN	
RESPONSIBILITY	COLLABORATOR
Makes a new instance of Game	Game

CARD	
RESPONISBILITY	COLLABORATOR
Represent a Game Card	Game
Store name of the card	

GAME	
RESPONSIBILITY	COLLABORATOR
Keep track of the game state, including board, players and game status	Board
Establish and manage player cards and their hands	Player
Initialize and set up game board, including estates and weapon placements	Game
Facilitate player turns and movements during the game	Player
Manage player guesses and refutation processes	Game
Handle solving attempts and check if the solution is correct	SolveAttempt

WEAPON	
RESPONSIBILITY	COLLABORATOR
Represent specific weapon card in game	Card
Store name of the weapon	

MOVES	
RESPONSIBILITY	COLLABORATOR
Keeps track of possible player movements and decisions while playing game	Player

ESTATE	
RESPONSIBILITY	COLLABORATOR
Represent specific estate (room) card	Card
Store name of the estate	
Keep track of available doors in the estate	Door
Store list of weapons currently located in the estate - -- Provide methods to add and remove weapons from the estate	Weapon
Server as a location on the board where players can be positioned	Player

BOARD	
RESPONSIBILITY	COLLABORATOR
Represent the game board	Game
Keep track of board size and define constants for empty square and wall characters	
Draw elements such as Board wall and grey-squares to create layout	
Draw player positions on the board based on their current location	Player
Draw estates on board including boarder and doors	Estate, Door
Update Board - player movements, estate entry, collision	Game

CHARACTERCARD	
RESPONSIBILITY	COLLABORATOR
Represent specific character card in game	Card
Provide method to retrieve name of character	

PLAYER	
RESPONSIBILITY	COLLABORATOR
Represent a player in the game	Game
Store name, character card, hand of cards and current position	
Handle player movements within and outside of estates	Board, Estate
Manage the player ability to solve the murder and occupancy of an estate	SolveAttempt
Provide methods for adding cards to player hand and retrieving hand	Card
Handle player status in game, whether they are still playing, out of it, or have won	Game

DOOR	
RESPONSIBILITY	COLLABORATOR
Store the estate it belongs to and position on board	Estate
Store direction door faces, determining movement direction when Player exit	Moves

SOLVEATTEMPT	
RESPONSIBILITY	COLLABORATOR
Keep track of selected estate, character and weapon cards as a potential solution for the player	Games
Provide the correct solution to check is the solve attempt exactly matches the actual murder circumstances	