

## CRC analysis

GameStart	
Subclasses:	
<ul style="list-style-type: none"><li>• Setting up a new game</li><li>• Show instructions to choose between Human vs Human and Computer vs Human</li></ul>	<ul style="list-style-type: none"><li>• Player</li><li>• GameController</li></ul>

Player	
Subclasses: HumanPlayer, ComputerPlayer	
<ul style="list-style-type: none"><li>• Make a move</li><li>• Type an expected command (Move, Undo, Redo, Save, Load, Exit)</li></ul>	<ul style="list-style-type: none"><li>• GameController</li><li>• commandHandler</li></ul>

GameController	
Subclasses:	
<ul style="list-style-type: none"><li>• Manage player turns.</li><li>• Set up all players and player states.</li></ul>	<ul style="list-style-type: none"><li>• BoardRender</li><li>• GameState</li><li>• WildTicTacToeRule</li><li>• History</li><li>• Player</li></ul>

BoardRender	
Subclasses:	
<ul style="list-style-type: none"><li>• Draw/ display the board with the requested game state on screen.</li><li>• Take User command</li><li>• Show game instructions</li></ul>	<ul style="list-style-type: none"><li>• GameController</li><li>• GameState</li><li>• Player</li></ul>

GameState	
Subclasses:	
<ul style="list-style-type: none"><li>• Create a game state for each player's turn including the moves of each player, the player's turn, and the outcome)</li></ul>	<ul style="list-style-type: none"><li>• GameController</li><li>• BoardRender</li><li>• Player</li></ul>

WildTicTacToeRule	
Subclasses:	
<ul style="list-style-type: none"> <li>Implement Wild Tic Tac Toe rules</li> <li>Checking winning conditions based on those rules.</li> <li>Validate the player's moves.</li> </ul>	<ul style="list-style-type: none"> <li>GameController</li> <li>Player</li> <li>GameState</li> </ul>

commandHandler	
Subclasses:	
<ul style="list-style-type: none"> <li>Save the game to a file if the player types "Save"</li> <li>Restore the game from a file if the player types "Load"</li> <li>Can redo or undo from the current move by typing "Redo" or "Undo"</li> <li>Finish the game if the player types "Exit"</li> <li>The Player will be assisted more with "Help" command</li> </ul>	<ul style="list-style-type: none"> <li>Player</li> <li>GameController</li> <li>History</li> <li>Help</li> </ul>

History	
Subclasses:	
<ul style="list-style-type: none"> <li>Record all game states for both players.</li> <li>Game states are undoable and redoable</li> </ul>	<ul style="list-style-type: none"> <li>CommandHandler</li> <li>Player</li> </ul>

Help	
Subclasses:	
<ul style="list-style-type: none"> <li>Explain and show available commands</li> <li>Show some examples to assist players.</li> </ul>	<ul style="list-style-type: none"> <li>GameController</li> </ul>