

Initial CRC Cards:

Players	
Responsibilities: <ul style="list-style-type: none">- Has gingerbread pawn- Pick card- Move	Collaborators: <ul style="list-style-type: none">- Spaces (what space the player is on)- Cards (what card they picked)

Spaces	
Responsibilities: <ul style="list-style-type: none">- Track player on space- next/previous space	Collaborators: <ul style="list-style-type: none">- Players (which player is on the space)- Special Spaces (subclass)

Special Spaces (people, shortcuts, candy castle, licorice)	
Responsibilities: <ul style="list-style-type: none">- Track player on space- Assign characters to special spaces (for picture cards)	Collaborators: <ul style="list-style-type: none">- Spaces (superclass)

Card	
Responsibilities: <ul style="list-style-type: none">- Generates cards that contain the color and number of spaces to be added to the deck	Collaborators: <ul style="list-style-type: none">- Colors (attribute/enum)- CardDeck

CardDeck	
Responsibilities: <ul style="list-style-type: none">- Creates a deck of cards- Allows a player to randomly pick a new card	Collaborators: <ul style="list-style-type: none">- Card

Picture Cards	
Responsibilities:	Collaborators:

<ul style="list-style-type: none"> - Special cards that bring players forward to a character on the board - Knows the space on the board with that picture 	<ul style="list-style-type: none"> - Special spaces - Player - Cards (superclass)
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Gingerbread Character Pawn	
Responsibilities: <ul style="list-style-type: none"> - Represent each player and show where they are in the game 	Collaborators: <ul style="list-style-type: none"> - Player (which player is using the pawn)

Game Board	
Responsibilities: <ul style="list-style-type: none"> - Which pawn is on which space - Tracks all of the spaces/special spaces 	Collaborators: <ul style="list-style-type: none"> - Gingerbread pawn - Spaces - Special spaces