CRC Cards:

1. Player
2. Location
3. Dice
4. Solution

MapEditor

1. Knows player locations
2. Knows location states
3. Knows Dice roll
4. Knows game status/solution

UML Diagrams:

ApplicationWindow

1. Player
2. Location
3. Dice
4. Solution
5. Knows location states
6. Knows Dice roll
7. Knows game status/solution

UML Diagrams: