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Class: Colour

- **field:**
 - colour type(enum): RED, BLUE, GREEN, YELLOW, PURPLE, FIRE, NONE;
- **method:**
 - fromChar
 - toChar

Class: Location

- **field:**
 - Location (row, column)
- **method:**
 - setRow/Column
 - getRow/Column
 - toString

Class: Square

- **field:**
 - colour
 - hasCat (Boolean)
 - hasFire (Boolean)
- **method:**
 - setColour/getColour
 - setHascat/getHascat
 - setHasfire/getHasfire

Class: Card

- **field:**
 - Location (row, column)
 - Square (row, column)
- **method:**
 - Card (constructor)
 - setMainlocation (row, column)
 - isOverlap(boolean)

Class: Challenge

- **field:**
 - catLocation
 - raftLocation
 - fireArea
- **method:**
 - setBoard (maxRow, maxColumn)
 - isOverlap(Boolean)

Class: Bigboard

- **field:**
 - Location (row, column)
 - Square (row, column)
- **method:**
 - setBoard (maxRow, maxColumn)
 - changeState (Location, colour; Boolean hasCat, Boolean hasFire)

Class: FireTile

- **field:**
 - mainLocation (row, column)
 - Square (row, column)
- **method:**
 - flip
 - rotate
 - setMainlocation (row, column)
 - isOverlap (boolean)
 - isAdjacent (boolean)

Class: Pathway

- **field:**
 - Id
 - mainLocation (row, column)
 - Square (row, column)
 - allLocation (row, column)
- **method:**
 - setmainLocation
 - getmainLocation
 - fromDeck (char)
 - rotate
 - discard

Class: Cat

- **field:**
 - catId
 - Location
 - isExhausted (boolean)
 - colour
- **method:**
 - cat (constructor)
 - getInitialLocation
 - move
 - isOverlap

Class: Deck

- **field:**
 - Name (char)
 - colourPercentage(double)
- **method:**
 - Deck (constructor)
 - hadNoCard