Name: The Dungeonest Dungeon CDXX

Player class:

* HP
* Damage
* MovePosition()
  + List possible directions to travel based on grid position (switch statement?)
  + List who can be attacked if possible
* Attack()
* EndTurn()

Game manager:

* Whose turn is it?
* Is player alive/dead? (HP == 0)
* Is game over? (check if the player’s piece is dead)
* Ask Player names (instantiate Player object with given name)

Board manager:

* Can publicly share positions of the pieces on the board
* 3 x 3 grid (2D array?)
  + NW – [0, 0]
  + N – [1, 0]
  + NE – [2, 0]
  + W – [0. 1]
  + C – [1, 1]
  + E – [2, 1]
  + SW – [0, 2]
  + S – [1, 2]
  + SE – [2, 2]