```
+ Nombre:string
+ Edad: int
+Nacionalidad: String
+Canción de inicio: String
-Rank inicial: Unsigned int
-JudgeOpinion: int
-1v1: int
-TeamSelection(1v1)
-RankSelection(Initial
Score):return int
- initialScore(Rank inicial, Judge
opinion)

    rankIncialTeam(initialScore)

      Class Revenge Battle
+Cont[]: Contestants
+ScoreRB: int
+TeamsRB: string
-UpdateScore(Initial Score):return
int
- UpdateRank(UpdateScore)

    Eliminate(UpdateRank)

      Class Road to PRISM
+Cont[] : Contestants
+ScorePRISM: int
+TeamsPRISM: string
-TeamMaker(Score)
-UpdateScore(UpdateScore):return
int
- UpdateRank(UpdateScore)

    Eliminate(UpdateRank)
```

Class Contestants

Class Unit station

- +Cont[] : Contestants +ScoreStation: int
- +TeamStation: string
- -TeamMaker(Score) -UpdateScore(UpdateScore):return
- int
- UpdateRank(UpdateScore) - Eliminate(UpdateRank)
- **Class Eliminated**
- +Cont[] : Contestants
- -Final[]:Unit Station
- -FinalRank(UdateRank)
- -FinalScore(UpdateScore) -Teams(TeamsRB,TeamsPRISM
- ,TeamStation)