GameSystem

- system:String
- buildYear: int

+ GameSystem(system:String, buildYear:int)
+setYear(year:int)
+ setSystem(system:String)

+ getYear(): int
+ getSystem(): String

Nintendo

- acct:String
- hasMembrshp: boolean

+ Nintendo(system:String, buildYear:int)
+setAcct(acct:String)
+ setMS(hasMS:boolean)

+ getAcct(): String
+ getMS(): boolean