Model	View	Controller
Classes	Classes	Classes
Player()	GUI()	GameLord

Player

-name : String

+getName() : String
+setName() : String
+equals(obj : Object) : Boolean
+toString()
+Player()
+Player(name : String)

GUI

-frame : JFrame
-button : JButton
-menu : JMenu
-menuBar : JMenuBar
-startGame : JMenuItem
-resetGame : JMenuItem
-endGame : JMenuItem

+displayScore() : void
+initiateMenu() : void
+actionPerformed(e : ActionEvent) : void
+createShapes() : void
+GUI()

GameLord

-gui : GUI
-scoreP1 : int
-score P2 : int
-winP1 : boolean
winP2 : boolean
-ballX : int
-ballY : int
-goLeft : boolean
-isWinnerP1 : boolean
-iswinnerP2 : boolean
-MAX_SCORE : int : final

+getters + setters
+checkForWin() : boolean
+