Nicholas Rahbany

	Tricholds Hallbarry		
	UML Class Diagram		
+	PlayGame		
+	scan: Scanner		
+	playAgain: boolean		
+	plays: int		
+	player: GamePlayer		

Data Table - main				
	ta Table - Illalli			
Variable	Туре	Purpose		
scan	Scanner	Scans the console for user input		
playAgain boolean		the user wants to continue playing		
player	GamePlayer	References the GamePlayer class		

I		Legend
I	+	Public
I	-	Private
l		Package
l	#	Protected