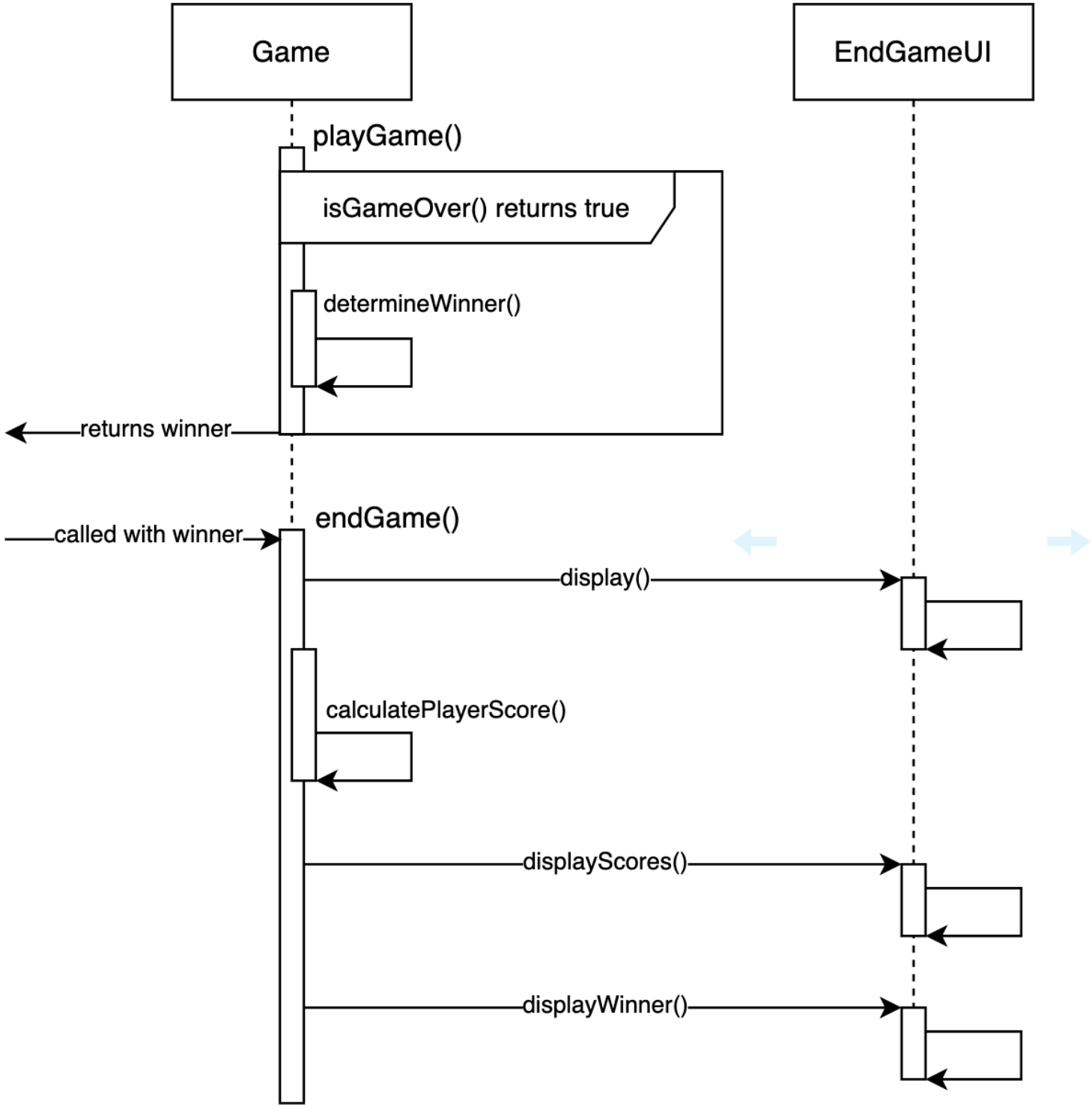
Game
EndGameUI
playGame()
isGameOver() returns true
determineWinner()
returns winner
called with winner
endGame()
display()
calculatePlayerScore()
displayScores()
displayWinner()