

## Game

- name : String - difficulty : double

- matchAvgDuration : double - tournaments : List<Tournament>

+ saveGame(Game): void + deleteGame(int): void + updateGame(Game): void + getGameById(int): Game + getAllGames(): List<Game>

**Player** 

+ deletePlayer(int): void

- age : int

1

- nickName : String - team : Team + savePlayer(Player) : void + getPlayerByld(int) : Player 0..\* + getAllPlayers() :List<Player> + updatePlayer(Player) : void