

Game

- + player1: int
 - + player2: int
 - + player1Dices: array
 - + player2Dices: array
 - + disables: array
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- + roll1(): void
 - + roll2(): void
 - + getDices(int): array
 - + getResults(int): int
 - + disable(int): void
 - + getDisabled(int): string