Final Project – UML

**Player**

- playerName : String

- moveChoice : Move

- score : int

+ Player(playerName : String)

+ getPlayerName() : String

+ getMoveChoice() : Move

+ setMoveChoice(moveChoice : Move) : void

+ getScore() : int

+ incrementScore() : void

**Move**

<<enumeration>>

ROCK

PAPER

SCISSORS

+ getRandomMove() : Move

**Game**

player : Player

computer : Player

Game(playerName : String)

playRound(playerMove : Move) : String

determineWinner(pMove : Move, cMove : Move) : String

getPlayer() : Player

getComputer : Player