* + Tournament - Class
    - Overview
      * Initializes list of players and champions
      * Runs X rounds
      * Reports on results
    - Parameters
      * Number of players – Int
      * Number of rounds - Int
    - Constants
      * Players – List[Player]
      * Champions – List[Champion]
      * Report - Class
    - Methods
      * runTournament(numRounds: Int)
        + Runs X rounds
        + Reports
      * runRound(round: Int)
        + Pairs of players – no repeats
        + Starts a game for each pair
      * makeChampList(numChamps: Int)
        + Add X new champs to Champions
        + Give each champion a name and power level
        + Power levels from 1-X
        + Names from list of fish
      * makePlayerList(numPlayers: Int)
        + Add X new players to Players
  + Champion – Case Class
    - Overview
      * Contains name and power level of a champion
    - Parameters
      * Name – String
      * Power Level – Int
  + Player - Class
    - Overview
      * Contains match history and belief in champion strength
    - Parameters
      * Champions – List[Champion]
    - Variables
      * Match history – Queue[Match]
        + Queue is tentative, will depend on structure of report
      * Champion history
        + Structure not yet known
        + Will pair champions with W/L rate for them in matches player was in
    - Methods
      * chooseChampion(alreadyPicked: Champion)
        + Picks a champion for the round
      * recordMatch(match: Match)
        + Adds match to history
        + Updates champion history
      * report()
        + TBD