

```
1 using System;
2
3 public class GameMaster : Master
4 {
5     // Returns the other player (for a 2 player game)
6     private Player GetOtherPlayer(string name)
7     {
8         if (Players[0].GetName() == name)
9         {
10             return Players[1];
11         }
12         else if (Players[1].GetName() == name)
13         {
14             return Players[0];
15         }
16         throw new Exception();
17     }
18
19     // Declares the player that didn't die as the winner
20     protected override void ResolveDeath(string name)
21     {
22         Stats.Winner = GetOtherPlayer(name).GetName();
23         Stats.DistanceTravelled = GetOtherPlayer(name).TotalDistance();
24         ChangeScene.ChangeToScene(2);
25     }
26 }
```