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In this class diagram, the Lobby class has a list of Player objects, a reference to a Map object, the current game mode represented by the GameMode class, field to add or remove players. The Match class has a list of Team objects, a reference to a SpawnArea object where players will spawn in, a score limit for the match, the current time during the match, and methods to start, update, check if the match has started or finished, get the result, MVP, and score limit of the match.

The Team class has a list of Player objects, as well as field to remove or add players in the team, field to get the team score and update score to the match.

The Player class has a reference to a Loadout object, which represents the player's equipment and weapons, as well as their position on the map represented by the Position class. The Player class also has a field for the player's health, number of kills, number of deaths, and methods to spawn in the SpawnArea, get their loadout.