Player

- name: string
- score: number
- victories: numberdefeats: number
- + updateScore(points: number)
- + addVictory()
- + addDefeat()

Game

- currentPlayer: string
- gameActive: boolean
- player1: Player
- player2: PlayergameState: string∏
- + startGame()
- + addPlayersToRanking()
- + updateRankingTable(player:
- Player, ranking: Player[])
- + renderRankingTable() + handleCellClick(clickedCellEvent:
- Event)
- + handleCellPlayed(clickedCell:
- Element, clickedCellIndex: number)
- + handleResultValidation()
- + handlePlayerChange()+ handleRestartGame()
- + updateScore()
- + updateScoreDisplay()
- + saveToRanking(winner: Player)