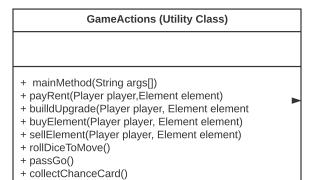
## ArtemisUMLClassDiagramJason

Jason McKillen | February 17, 2021



## Game -: turns:int -: numberOfPlayers: int -: gameOver: boolean + Getters and Setters for all above + quitGame();

