Matchmaking

- -status: string -playerQueue: list[Player]
- +startMatchmaking() +assignOpponent()

Penalty_shootout_lobby

- -gameDuration : Int
- -rounds: Int -sessionStatus: string
- -score: Int
- +startSession()

- +endSession() +endSession() +updatescore(points) +selectRole(role) +matchmakingstatus()

Player

- -playerID: string -name: string -role: string

- -score: Int -performance: string

- +shootBall() +defendGoal() +updatePerformance()

Leaderboard

- -leaderboardList:list[player] -roundScore: Int
- +updateLeaderBoard(player) +displayLeaderboard()

PracticeMode

- -IsEnabled: bool
- -gameDuration: Int -rounds:Int

- +startPractice() +endPractice() +selectRole()