Die	
- faceValue	
+ Die() + roll() + setFaceValue() + getFaceValue() + toString()	
~d1 ~d2 ~d3 ~d4 ~d5	
Player	
~ playerName	
+ Player()	
<u> </u>	
Opponent	
+ oppLogic() + hasMulti() + checkStraight() + findOne() + goForStraight() + goForPairs()	