



<b>Football</b>
<b>Instance Variables</b> <ul style="list-style-type: none"> <li>- String username</li> <li>- String team</li> <li>- String menu</li> </ul>
<b>Methods</b> <ul style="list-style-type: none"> <li>+ String getUsername(String)</li> <li>+ String chooseTeam(String)</li> <li>+ String mainMenu()</li> </ul>

<b>Players</b>
<b>Instance Variables</b> <ul style="list-style-type: none"> <li>- int teamRating</li> </ul>
<b>Methods</b> <ul style="list-style-type: none"> <li>+ String[] listAlphabetical()</li> <li>+ String[] listRating()</li> <li>+ String[] showStats()</li> <li>+ int setRating(int)</li> <li>+ int setTeamRating(int)</li> </ul>

<b>OffensivePlayer</b>
<b>Instance Variables</b> <ul style="list-style-type: none"> <li>- String offensivePlayers</li> <li>- String availablePlayers</li> </ul>
<b>Methods</b> <ul style="list-style-type: none"> <li>+ String[] offensivePlayers()</li> <li>+ String[] setAvailablePlayers(String)</li> <li>+ String toString()</li> </ul>

<b>DefensivePlayer</b>
<b>Instance Variables</b> - String[] defensivePlayers - String[] availablePlayers
<b>Methods</b> + String[] defensivePlayers() + String[] setAvailablePlayers(String) + String toString()

<b>Quarterback</b>
<b>Instance Variables</b> - String position
<b>Methods</b> + String[][] setStats()

<b>Receiver</b>
<b>Instance Variables</b> - String position
<b>Methods</b> + String [][] setStats()

<b>Runningback</b>
<b>Instance Variables</b> - String position
<b>Methods</b> + String [][] setStats()

<b>Linebacker</b>
<b>Instance Variables</b> - String position
<b>Methods</b> + String [][] setStats()

<b>Linebacker</b>
<b>Instance Variables</b> - String position
<b>Methods</b> + String [][] setStats()

<b>Cornerback</b>
<b>Instance Variables</b> - String position
<b>Methods</b> + String [][] setStats()

<b>Safety</b>
<b>Instance Variables</b> - String position
<b>Methods</b> + String [][] setStats()

<b>Shop</b>
<b>Instance Variables</b> - String shop
<b>Methods</b> + String buyHelm(Helmet) + String buyCleats(Cleats) + String buyPads(Pads)

<b>Helmets</b>
<b>Instance Variables</b> - String[] helmets
<b>Methods</b> + void setHelmets() + void updateStats()

<b>Pads</b>
<b>Instance Variables</b> - String[] pads
<b>Methods</b> + void setPads() + void updateStats()

<b>Cleats</b>
<b>Instance Variables</b> - String[] cleats
<b>Methods</b> + void setCleats() + void updateStats()

<b>Game</b>
<b>Instance Variables</b> - String[] games - String lastGameWon - int score - int oppScore - boolean wasOffense - int quarter
<b>Methods</b> + void playGame() + String coinToss() + String winToss() + String win() + String lose()

+ String tie() + String superbowlWon()
---

<b>Offense</b>
----------------

<b>Instance Variables</b>
---------------------------

- int downCounter - int yardsToGo
--------------------------------------

<b>Methods</b>
----------------

+ String playOffense() + String run() + String shortPass() + String longPass() + String avgRun() + String badRun() + String successfulPass() + String failedPass() + String intercept() + String sacked() + String firstDownConvert() + String touchdown() + String extraPoint() + String twoPoint() + String fieldGoal() + String punt() + int getYardsToGo() + int getDownCounter()
--

<b>Defense</b>
----------------

<b>Instance Variables</b>
---------------------------

<b>Methods</b>
----------------

+ String playDefense() + String zoneCoverage() + String manCoverage() + String blitz() + String tackle() + String sack() + String missTackle() + String intercept()
--

+ String tackleForLoss() + String swat() + String turnover()
--

<b>SpecialTeams</b>
<b>Instance Variables</b> - int chance
<b>Methods</b> + String playSpecial() + String fieldGoal() + String punt()