GameRecord

- + _id
- + IsSingle
- + AgencyID
- + Category
- + ContentName
- + GameStartTime
- + GameEndTime
- + GamePlayDuration

- # InitGame()
- # StartGame()
- # EndGame()

DualGameRecord

- + ClassIDs
- + PersonIDs
- + Names
- + Winner
- + RecordDetails

- + DualGameRecord()
- + InitGame()
- + DualGameStart()
- + DualGameEnd()
- + ToString()

SingleGameRecord

- + ClassID
- + PersonID
- + Name
- + RecordDetail

- + SingleGameRecord()
- + InitGame()
- + SingleGameStart()
- + SingleGameEnd()
- + ToString()