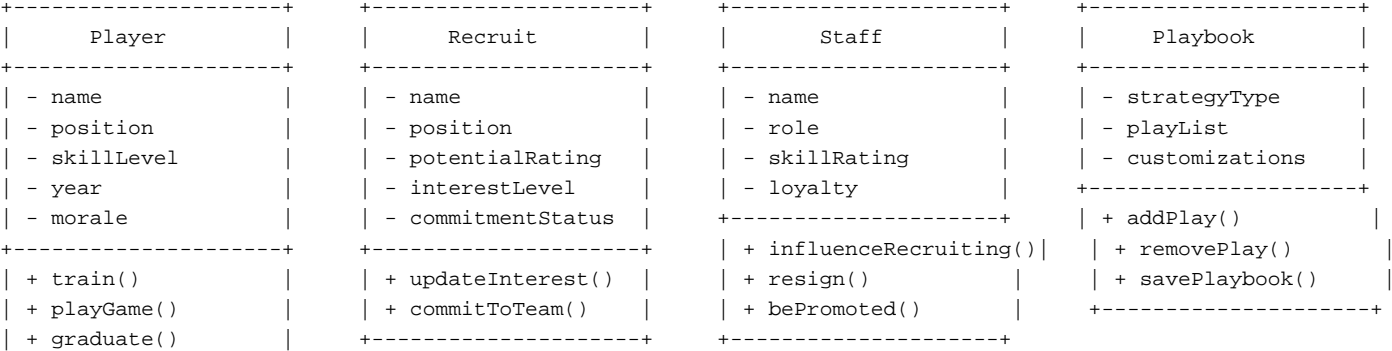


Player Recruit Staff Playbook



```
|      Game      |
+-----+
| - opponent     |
| - score        |
| - result       |
| - performanceMetrics|
+-----+
| + simulateGame() |
| + updateReputation()|
+-----+
```

```
+-----+
| TrainingProgram |
+-----+
| - focusArea     |
| - intensityLevel|
| - duration      |
+-----+
| + applyToPlayer() |
| + adjustMorale()  |
| + increaseSkill() |
+-----+
```

```
+-----+
|      Facility   |
+-----+
| - type          |
| - upgradeLevel  |
| - cost          |
+-----+
| + upgradeFacility() |
| + calculateBonus()  |
+-----+
```

```
+-----+
|      JobOffer   |
+-----+
| - team          |
| - salary        |
| - expectations  |
+-----+
| + acceptOffer()  |
| + declineOffer() |
+-----+
```