

playerData: Struct {
 playerName: String
 playerColor: [Int]
 playerStatus: Boolean

ReadyViewController {
 playerCount: Int
 playerTotal: Int

{
 readyAction: UIAlertAction
 practiceButton: UIButton
 playerCountLabel: UILabel
 progressView: UIView

CountdownViewController {
 countDown: Int

{
 countDownLabel: UILabel

GameViewController {
 playerData.playerColor
 OccupiedCircles: Int
 totalCircles: Int

{
 Circles: [UIButton]

StatsViewController {
 playerData.status

{
 winnerLabel: UILabel
 loserLabel: UILabel
 restartButton: UIButton
 statsCirclesLabel: UILabel