- + Players: List<Player> + currentPlayer: Int
- + addPlayer(name): Void + getPlayerTotal(val): Int + getName(val): Str + nextPlayer(): Int + throwDice(): Str + addHand(): Str + pcPlayer(type): Str



- + player: Str + hand: List + total: Int

- + getPlayer(): Str + getTotal(): Int + getHandValue(): Int + addToHand(): Void + resetHand(): Void + addHandToTotal(): Void