Player

- money, position, cycleCount, increasingMoney, status, id: **int**
- canPlay, canSell, canBuy: **boolean**
+ name: **String**
- ownedCities: **ArrayList<City>**
+ moneyHistory: **ArrayList<String>**
+ positionHistory: **ArrayList<String>**
+ <u>statusReference</u>: **String[]**

+ Player(Name: **String**, ID: **int**): void
+ move(numberOfMoves: **int**): int
+ buyCity(city: **City**): boolean
+ sellCity(city: **City**): boolean
+ addCity(city: **City**): void
+ savePosition(): void
+ getCities(): String
+ getID(): int
+ setPosition(pos: **int**): void
+ getPosition(): int
+ getMoney(): int
+ setMoney(money: **int**): void
+ setStatus(status: **int**): void
+ getStatus(): int
+ setCanSell(can: **boolean**): void
+ getCanSell(): boolean
+ setCanBuy(can: **boolean**): void
+ getCanBuy(): boolean
+ setCanPlay(can: **boolean**): void
+ getCanPlay(): boolean