

Player
- life: int - name: String - bullet: int
+ Player() + getName(): String + setName(name: String): void + addBullet(): void + subtractBullet(): void + hasBullet(): boolean + isDead(): boolean + subtractLife(): void + playerCovered(): int

Game
- player1: Player - player2: Player - name: String
+ Game() + play():void +player1Dead(): boolean +player2Dead(): boolean +introP1Name(): void +introP2Name(): void +subtractLife(int actionChoosePlayer1, int actionChoosedPlayer2): void +player1ChooseAction(): void +player2ChooseAction(): void

<<Enumeration>> Action
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MenuView
+ MenuView()

Main
+ main(String[] args): void