				Player
Place + Place(name) - name: String				+ Player(playerID) - playerID: String - name: String - uri: String - place: Place - position: int
+ getPlace(): String				+ getPlayerID(): String + getPlayerName(): String + getUri(): String + getPlace(): Place + getPosition(): int
	Gam + Game() - gamesCounter: static - gameID: String - players: Array - components: C	nents		
				Components
			+ Components(ga - game: String - dice: String - board: String - bank: String - broker: String - decks: String - events: String	ame, dice, board, bank, broker, decks, events)
			+ getGame(): Stri + getDice(): Strin + getBoard(): Strir + getBank(): Strir + getBroker(): Str + getDecks(): Str + getEvents(): Str	g ng ng ing ing