+run(): void GameManager game: Game +initializeGame(): void +startGame(): void +stopGame(): void +getScoreBoard(): string Game - players : Player[] - questions: Question[] +constructor(_players: Player[], _questions: Question[]) +addQuestion(): void +askQuestion(): boolean Player - name : string - score: number +constructor(_name: string, _score: number) +getScore(): number +setScore(_score: number): void +getName(): string +setName(_name: string) Question question : string + constructor(_question : string) YesNoQuestion **EstimationQuestion** answer : boolean - question : string answer : int + evaluateAnswer(_answer: boolean) : boolean delta : int + constructor(_question : string, _answer : boolean >

+ evaluateAnswer(_answer: int, _delta: int) : boolean

+ constructor(_question : string, _answer : int, _delta : int)

FreetextQuestion

- question : string

- answer : string

+ evaluateAnswer(_answer: string) : boolean

+ constructor(_question : string, _answer : int, _delta : int)

MultipleAnswersQuestion

+ constructor(_question : string, _answers : map < string, boolean >

- answers : map < string, boolean >

+ evaluateAnswer(_answer: string) : boolean

Main