

### Game

- Games\_Played : int
- Game\_Type : int
- Current\_Round : int
- Average\_Rounds : int

- + Game()
- + ~Game()
- + Start\_Game(out Games\_Played : int) : int
- + New\_Round(out Current\_Round : int) : int
- + Get\_Round(out Current\_Round : int) : int
- + Get\_Average\_Rounds(out Average\_Rounds : int) : int
- + Get\_Game\_Type(out Game\_Type : int) : int
- + Get\_Games\_Played(out Games\_Played : int) : int

### Board

- Board\_Grid : int = [1024][1024]

- + Board(Board\_Grid : int)
- + ~Board()
- + Throw\_Dart(Target : int, Player\_Accuracy : int, Board\_Grid : int, out Points\_Scored : int) : int

### Player

- Player\_Name : string
- Player\_Score : int
- Player\_Accuracy : int

- + Player(Player\_Name : string, Player\_Accuracy : int)
- + ~Player()
- + Get\_Name(out Player\_Name : string) : string
- + Get\_Score(out Player\_Score : int) : int
- + Get\_Accuracy(out Player\_Accuracy : int) : int
- + Mod\_Score(Points\_Scored : int)