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| ClassName | Player | Description |
| Attributes | # int scores = 0 {0 ... \*} | Keeps track of scores. Starts at 0 and cannot be negative. |
|  | # int representation = {1,2} | Represents the player value of array of squares. |
| Operations | + getScore () : int | To be overridden by Human or Computer. |
|  | + setScore (int) : void | To be overridden by Human or Computer. |
|  | + getRepresentation():int | return representation. |
|  | +setRepresentation(int): void | Sets representation of Player |