# Dice game class diagram

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| |  | | --- | | **Player** | | * name : String * score : int | | + Player(name: String)  + turn(dice : Dice) : void  + getScore() : int  + toString() : String | | |  | | --- | | **Game** | | * WIN\_MARK : int = 10 * numOfPlayers : int = 2 * players : Player[ ] * dice : Dice | | + Game()   * setup() : void * play() : void * isGameOver() : Boolean * display() : void * readName(): String | |