```
dominion model Game
+ addPlayer()
+ getPlayerCount()
+ getPlayer()
+ getIndex()
+ getCurrentPlayerIndex()
+ getCurrentPlayer()
+ setCurrentPlayer()
+ addCard()
+ getCards()
+ getGameState()
+ setGameState()
+ getPhase()
+ setPhase()
+ clear()
dominion.model.GameImpl
+ GameImpl()
+ getCards()
+ getPlayers()
+ getPlayerCount()
+ getPlayer()
+ addPlayer()
+ getIndex()
+ getCurrentPlayerIndex()
+ getCurrentPlayer()
+ setCurrentPlayer()
      and 5 more...
```