Game

- Players: List<Player> = LL<Player>
- days: int
- Maxdays: int
- rooms: Map<String, Room> = XML
- deck: List<Scene> = XML
- cn: Scanner

+ Game(Scanner, int)
+ Game(Scanner, int, int)
+ Game(Scanner, int, int, int)
+ Game(Scanner, int, int, int, int)
- Start(Game()): void
- PlayerScenes(): void
- SetPlayername(): void
- Gameloop(): void
- Printinfo(): void
- SetScenesonboard(): void
- Clearscreen(): void
- MainLoop(s): void

SetRoom

- Extras: List<Role>
- scene: Scene
- shots: int = 3

+ SetDoors(List<String>, String, List<Role>)
+ get Extras()
+ get Scene()
+ get Shots()
+ Set Scene()
+ Set Shots()
  set

Room

- adjacent Rooms: List<String>
- Name: String

+ Room(List<String>, String)
+ getName()
# isAdjacent()
+ set Adj; Rooms()

Scene

- roles: List<Role>
- visible: boolean
- scene: int
- budget: int
- Name: String

+ Scene(List<Role>, int, String)
+ getRoles(): List<Role>
+ getBudget(): int
+ getName(): String
+ setBudget(int): void

Role

- Player: int
- rewardRank: int
- Name: String

+ Role(int, String)
+ free(): void
+ isTaken(): boolean
+ SetName(String): void
+ getName(): String
+ getRank(): int
+ getPlayer(s): Player

Player

- credits: int
- dollars: int
- Practicechips: int
- rank: int

+ Player(Room)
+ Player(int, Room)
+ Player(int, int, Room)
+ act(): void
+ rehearse(): void
+ move(String, newroom): void
+ upgrade