# UML Class Diagram

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### User/Player

-string username
-string password
-bool onTeam
-string team
-int record[wins, losses]

+addWin
+addLoss
+isOnTeam

### Team

-int numPlayers
-string name
-User players[ ]
-int record[wins, losses]

+addPlayer
-removePlayer
+addWin
+addLoss

0..*

### CurrentGame

-int Team1_score
-int Team2_score
-Team team1
-Team team2
-Team winner
-bool isOver
-

+gameOver
+getWinner
+updateScoreboard
+upNext

1..*

### Court

-Location
-Game Queue
-Schedule
-current game

+addQuue
-removeQueue
+getTeam1
+getTeam2
+getScore