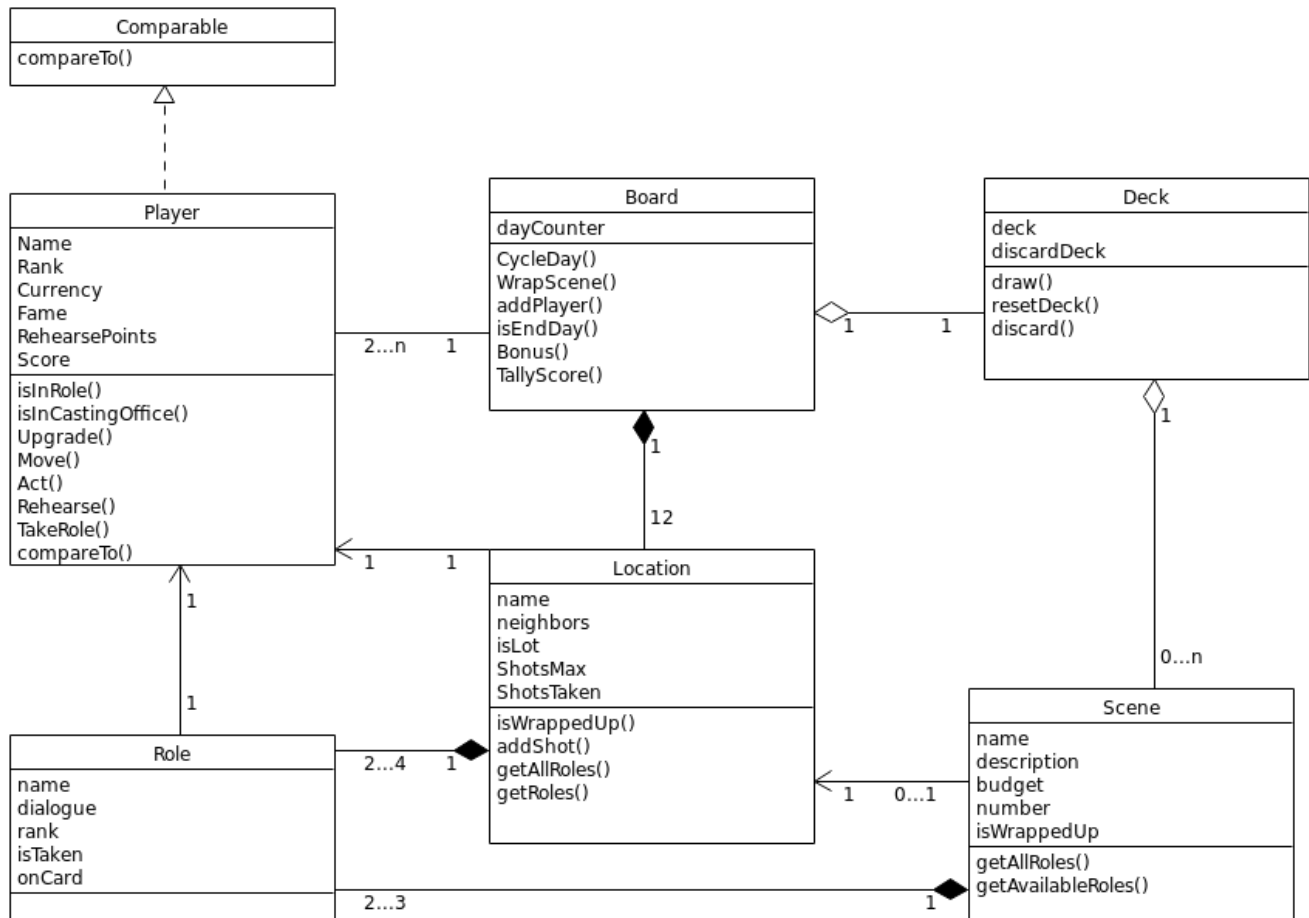Assignment 2, Part 3
Group 12
New class diagram

We removed the Scoreboard class and transferred its methods to Board while also extending Comparable in Player so that the players are easier to compare for the ending score comparisons.

All of the methods that checked the validity of the values of the player's attributes were removed and simply included in the appropriate methods that Player uses.

The deck object now contains both arrays of scenes instead of it being two instances of deck to simplify the workings between the deck and the discard pile.

Added number and isWrappedUp to Scene as number we were previously unaware we needed, and isWrappedUp is an important aspect to a scene.

Added onCard to Role so that it was easier to keep tabs on for the Bonus method in board.

Location and Scene have two getters for roles. One gets all roles, the other gets the available ones.

Some aggregation changed to association for accuracy.
Corrected mistake in max number of roles in a scene.
Added missing connection between Location and Player