

- p1Points: int - p2Points: int

- p1Plays: String

- p2Plays: String

- p1Guess: String

- p2Guess: String

- p1Count: String

- p2Count: String

- total: int

- playerNum: int

- numConnected: int

- winner: int

- gameWinner: int

- trigger: int

+ resetPoints(): void