As a Scoring System I want to be able to access the Player’s health, so I can tell when one of them drops to zero or less (loses).

As a Scoring System I want to be able to see statistics, so I can determine who’s winning so far.

As a Scoring System I want to be able to access other player’s score, so I can tell who’s winning.

As a Scoring System I want to be able to update statistics database, so the players can see the updated statistics.

As a Scoring System I want to be able to create statistics database, so I can keep track of game statistics.

AS a Health System I want to be able to edit player’s health, so that players can win or lose.

AS a Health System I want to be able to see Dice outcome, so I can determine the damage to be done to the player that has been hit.

AS a Health System I want to be able to calculate damage, so I can update the health bars of the players.