Use case: PlayerData
Actor: User (Player)
Pre-Condition: Application has started the game loop
Post-Condition: A player has won the game
Events:
1. Application checks at the start of each turn for player statistics
      2. If a player has one of the win conditions, then the game ends
3. Main menu loads

Extensions:
      1a: Player has 0 health
            1a.1: The player with 0 health is removed from the game
            1a.2: Update player number count in game loop
            1a.3: Rejoin 1

      1b: Player has 20 VP
            1b.1: The player with 20 VP is set to be the winner
            1b.2: Rejoin 2

⊟   PlayerData
getHealth()
getVP()
addVP()
isInTokyo()