

Player

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+self.id: int
+self.plr_login: str
+self.email: str
+self.plr_name: str
+self.password
+self.money = money.Money(self.plr_name)
+self.session = session.Session(self.plr_name)
+self.counter = counters.Counters("counter1")
+self.session_info = []

+login(t_login="", t_password="")
+logout()
+as_dict(type=self.__class__.__name__, 'plr_name'=self.plr_name,
        'plr_login'=self.plr_login, 'email'=self.email,
        'password'=self.password, 'money'=self.money,
        'session'=self.session, 'counter1'=self.counter1,
        'counter2'=self.counter2, 'counter3'=self.counter2)
+save(f_name='saved_db')
+load(f_name='saved_db')
+say()
```

