

Visualizer

- os: ostream
- partials: map<string, double>
- time_units: int
- game_time: chrono::seconds

- + draw()
- + update_stats(partial: map<string, double>&, is_game_end: bool, last_ts: chrono::picoseconds)
- + draw_stats(partial: map<string, double>&, is_game_end: bool, last_ts: chrono::picoseconds)
- + draw_final_stats(game_stats: map<string, double>)



PlayerMap



TeamMap