

Project One Milestone

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GameService

- games: List<Game>
- nextGameId: long
- nextPlayerId: long
- nextTeamId: long
- service: GameService

- GameService()
- + getInstance(): GameService
- + addGame(name: String): Game
- + getGame(id: long): Game
- + getGame(name: String): Game
- + getGameCount(): int
- + getNextPlayerId(): long
- + getNextTeamId(): long