

Athlete

- Name: String
 - stamina: Int
 - Offense: Int
 - Defense: Int
 - Overall: Int
 - injured: boolean
 - position: String
 - price: Int
 - Random: Random

+ Athlete(Name: String)
 + toString(): String
 + getPrices(): void
 + getPrice(): int
 + getName(): String
 + setName(): void
 + getStamina(): int
 + setStamina(): void
 + getOffense(): int
 + setOffense(): void
 + getDefense(): int
 + setDefense(): void
 + getOverall(): int
 + updateInjured(): void
 + getInjured(): boolean
 + setInjured(): void

Item

- itemType: String
 - description: String
 - price: int
 - statBoost: int

+ Item(itemType: String, description: String, price: int)
 + getItemType(): String
 + setItemType(): void
 + getDescription(): String
 + setDescription(): void
 + consume(): void

Matchup

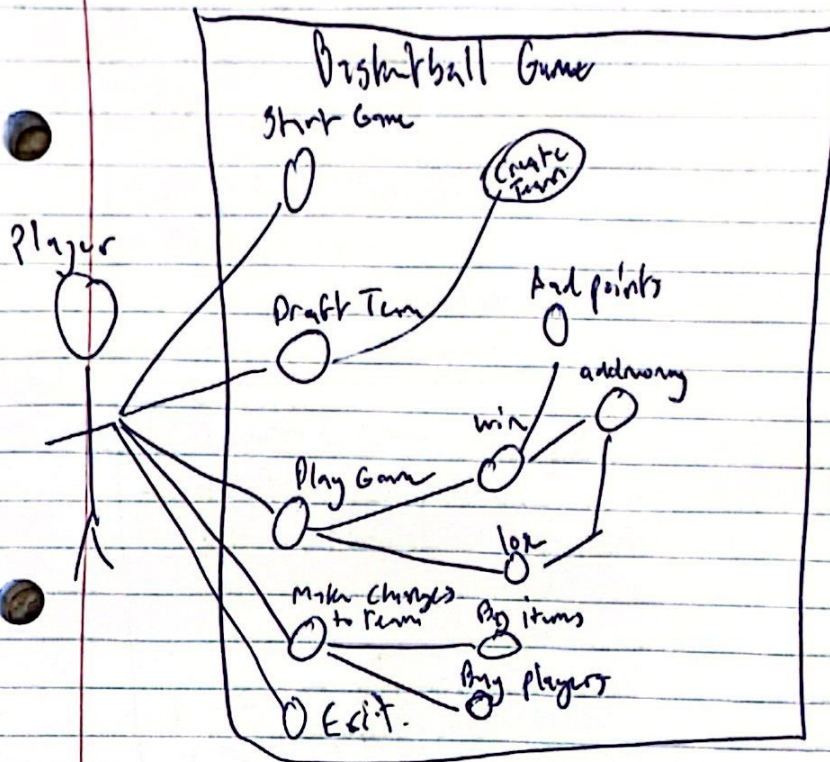
- Player Team: Team - random: Random
- Opponent Team: Team
- difficulty: int

+ Matchup(Player Team: Team, Opponent Team: Team, difficulty: int)
+ generateOpponent(): void
+ simulatePlayerScore(): int
+ simulateOpponentScore(): int
+ getPlayer(): Team
+ getOpponent(): Team
+ setDifficulty(): void
+ getDifficulty(): int

Player

- playerName: String
- points: int
- week: int

+ Player(name: String) + getWeek(): int
+ getName(): String
+ setName(): void
+ getPoints(): int
+ increasePoints(): void
+ incrementWeek(): void



Team

- String name
- players: ArrayList
- rating: int
- starters: ArrayList
- reserves: ArrayList

+ Team(name: String)

+ getName(): String

+ ~~set~~getPlayers(): ArrayList

+ addPlayer(): void

+ removePlayer(): void

+ addToStarters(): void

+ add to Bench(): void

+ getRating(): int

+ getStarters(): List

+ getReserves(): List

Random Event

- description: String

+ getDescription(): String

+ performEvent(): void