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| --- |
| Player |
| * firstName: String * lastName: String * playerNum: int * playerStats: PlayerStatistics |
| + Player(String, String)  + getFirstName(): String  + getLastName(): String  + getPlayerNum(): int  + getPlayerStatistics(): PlayerStatistics - setFirstName(String):  - setLastName(String):  - setPlayerNum(int):  - setPlayerStatistics(PlayerStatistics): |

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| --- |
| PlayerStatistics |
| * misses: int * hits: int * shotAccuracyPercent: double * passes: int * wins: int * losses: int * pointsScored: int |
| + PlayerStatistics():  + getMisses(): int  + getHits(): int  + getShotAccuracyPercent(): double  + getTotalShots(): int  + getPasses(): int  + getWins(): int  + getLosses(): int + getGamesPlayed(): int  + getPointsScored(): int  + incrementMiss():  + incrementHit():  + incrementLosses():  + incrementWins():  + addPointsScored(int points): |

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| --- |
| User |
| * username: String * lastName: String * firstName: String * user\_uuid:String * favoritePlayers: ArrayList<Player> |
| + getFavoritePlayers(): ArrayList<Player>  + addFavoritePlayer(Player):  + removeFavoritePlayer(Player):  + addPointsScored(int points):  +getLastName():String  +getFirstName():String  +getUserName():String  +getUserUUID():String |