## MatchManager

- _balls: Ball[]
- _squads: Squad[]
- _strokes: queue<Stroke>
- _pitch: Pitch

+MatchManager(squadA:Squad const&,squadB:Squad const&)
+~MatchManager()
+playStrokes(): void
**+onCollision(): void**

— uses ▶

## Squad

+players: Player[]
+squad_id: int

+Squad()