

<i>PlayerTable</i>
- tabelaCorpo: HTMLElement
- listaPlayers: Player[]
+ loadPlayersFromLocalStorage()
+ renderTable()

<i>Player</i>
- nick: String
- vitorias: Int
- derrotas: Int

VeiaTheGame
- objPlayerX: Player
- objPlayerO: Player
- listaPlayers: Array
- recarregarPlayers()
- closeDialog()
- resetGame()
- checkWin()
- handleSquareClick()
- handleLogar()
- init()