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+ Global
  implements Serializable
  fields
  - final serialVersionUID:long
  - accounts:Map<String, Account>
  - games:Map<String, LocalGame>
  - currUser:String
  constructors
  methods
  + getGames():Map<String, LocalGame>
  + changeChoice(change:boolean):void
  + getChoice():boolean
  + signUp(user_name:String, first_password:String):void
  + addGame(user_name:String):void
  + getLocal(userName:String):LocalGame
  + getCurrUser():String
  - addAccount(user_name:String, first_password:String):void
  + checkUserExist(user_name:String):boolean
  + signIn(user_name:String, password:String):boolean
  + saveAll(context:Context):void
  + playerScores():Map<String, int[]>
  + getDisplay(isCurr:boolean):boolean
  + getWantThug():boolean
  + changeThug(index:int):void

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+ Account
  implements Serializable
  fields
  - final serialVersionUID:long
  - username:String
  - password:String
  constructors
  ~ Account(username:String, password:String)
  methods
  + getUsername():String
  + getPassword():String
  + signIn(password:String):boolean

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+ LocalGame
  implements Serializable
  fields
  - final serialVersionUID:long
  - gameArchives:Map<Games, GameData>
  - saveScore:boolean
  - saveName:boolean
  - wantThug:boolean
  - choice:boolean
  - displayReward:boolean
  - scores:int[]
  constructors
  + LocalGame()
  methods
  + loadGame(gameName:Games):GameData
  + saveGame(gameName:Games, gameData:GameData):void
  + getScores():int[]
  - updateScores():void
  - getScore(game:Games):int
  + isDisplay(isCurr:boolean):boolean
  + getTotalScore():int
  + getWantThug():boolean
  + changeThug(index:int):void
  + changeChoice(change:boolean):void
  + getChoice():boolean
  + isSaveScore():boolean
  + setSaveScore(saveScore:boolean):void
  + isSaveName():boolean
  + setSaveName(saveName:boolean):void

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+ GameData
  implements Serializable
  fields
  - final serialVersionUID:long
  - endGame:boolean
  - speed:Integer
  - prevScore:Integer
  - currScore:Integer
  - timeCount:int
  - healthPoint:Integer
  - nextY:int
  - goal:Integer
  constructors
  + GameData(gameBuilder:GameBuilder)
  methods
  + getHealthPoint():Integer
  + getSpeed():Integer
  + getPrevScore():Integer
  + getCurrScore():Integer
  + getGoal():Integer
  + getTimeCount():int
  + isEndGame():boolean
  + getNextY():int

```