**Rewards System Design Document**

Use Case:

1. The gameplay on each update will call an updateReward( score, coins, isGameEnd ) function.
2. The updateReward will update the screen where the score is presented
3. On game end it will push these scores into a SQLite database

**Pseudocode:**

1. updateReward( score, coin, isGameEnd ) :
2. display( score, coins )
3. if isGameEnd:
4. pushToDatabase( score, coins )

**Database Design:**

1. A SQLite table with the following format
   1. Date, Score, Coins

**Tests:**

1. Score should be reflected/updated onto the screen
2. Score and coins should be stored in the database