

UserDatabase	
<ul style="list-style-type: none"><li>• store user id</li><li>• store username</li><li>• store password</li><li>• isAdmin = true/false</li><li>• store match ID</li><li>• store match dates</li><li>• remove user records</li></ul>	<ul style="list-style-type: none"><li>• Leaderboard</li><li>• Player</li><li>• Admin</li><li>• Login</li><li>• HistoryResults</li><li>• GameDatabase</li></ul>

Leaderboard		Game
<ul style="list-style-type: none"><li>• getUsername()</li><li>• getUserProfilePic()</li><li>• getTotalWins()</li><li>• getTotalLosses()</li></ul>	<ul style="list-style-type: none"><li>• LeaderboardGUI</li><li>• Player</li><li>• GameDatabase</li></ul>	

Game	
<ul style="list-style-type: none"><li>• Displays Game Board</li><li>• Displays credits for betting</li><li>• Shows GUI for counters</li><li>• All other GUI</li><li>• Ensures controllers interact with GUI</li><li>• Track score</li><li>• Get Player Usernames</li></ul>	<ul style="list-style-type: none"><li>• StoneCapture</li><li>• GameLogic</li><li>• CounterPos</li><li>• Player</li><li>• Admin</li></ul>

EndGame		Game
<ul style="list-style-type: none"><li>• Update win/loss for users</li><li>• UpdateCredits</li><li>• Close GUI for game</li><li>• Revert back to dashboard</li></ul>		<ul style="list-style-type: none"><li>• GameDatabase</li><li>• Credits</li><li>• Player</li></ul>