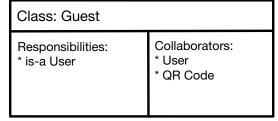
Class: User	
Responsibilities: * can add/scan QR Codes * can remove a QR Code * has a Total Score * can view other User's profiles by scanning their QR Code or clicking on their profile * can search for a Geolocation * can see the Scoreboard	Collaborators: * Player * Guest * Admin * QR Code * Map * Camera * Image * Scoreboard

Class: Player	
Responsibilities:  * is-a User  * has a Profile/ Account  * has an account QR code  * has a username  * has a password  * has a phone number  * can change their username  * can change their password  * can change their phone number	Collaborators: * User * QR Code



Class: Admin	
Responsibilities: * has a Profile/ Account * has a username * has a password * can see a User's Profile * can remove a User * can remove any User's QR Code	Collaborators: * User * QR Code

Class: QR Code	
Responsibilities:  * has a Score  * can have a Geolocation  * can have an Image of its Geolocation  * can have a nickname  * can have a comment  * can be a Player QR Code	Collaborators: * User * Score * Map

Responsibilities:  * has the Geolocation of all QR Codes that have been scanned  * has the score of all QR Codes  * has an Image of the Geolocation  Collaborators:  * User  * QR Code  * Score  * Camera  * Image	Class: Map	
•	* has the Geolocation of all QR Codes that have been scanned * has the score of all QR Codes * has an Image of the	* User * QR Code * Score * Camera

Class: Camera	
Responsibilities: * scans a QR Code * takes picture of the Image of a Geolocation	Collaborators:  * QR Code  * Map  * User  * Image

Class: Image	
Responsibilities:  * is a picture of a Geolocation	Collaborators:  * Camera  * Map  * QR Code

Class: Scoreboard	
Responsibilities:  * has every Player's Total Score  * knows highest scoring QR Code and the Player(s) that scanned it	Collaborators: * Score * User

	-
Class: Score	
Responsibilities: * creates a SHA-256 hash of a QR Code	Collaborators:  * QR Code  * Map  * User  * Scoreboard