Class: Player Responsibilities: * can scan QR Codes * can remove QR Codes * has a Profile * has an Info QR code * has a Login QR Code * can have an email * has a nickname * can have a phone number * can be an Admin * can add/change their email * can change their nickname * can add/change their phone number * has a count of QR Codes scanned * has a Total Score * has a Single Highest Score * has a Rank (on the above three scores) * 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
* can browse QR

Codes

Collaborators: * QR Code * Player/Info QR Code * Login QR Code * Map * Camera * Image

Class: Player/Info QR Code Responsibilities: * can be scanned to view that Player's profile Collaborators: * Player

Class: Login QR Code	
Responsibilities: * can be scanned to login to that Player's profile	Collaborators: * Player

Class: QR Code		
Responsibilities: * has a Score (a SHA-256 hash) * can have a Geolocation (latitude/ longitude) * can have an Image of its Geolocation * can have a nickname * can have a comment * has an owner(s)	Collaborators: * Player * Map * Camera * Image	

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

Class: Camera		
Responsibilities: * can scan a QR Code * can take a picture of the Image of a Geolocation	Collaborators: * Player * QR Code * Map * Image * Player/Info QR Code * Login QR Code	

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