

	Profile	
₹📦 🔒	Profile(String)	
a	level	int
• •	totalGamesPlayed	int
• •	losses	int
•	wins	int
• •	pic	int
a	name	String
• •	exp	int
∓⊜ 🖆	getPicture()	int
<u></u>	createNewProfile(String) void
∓ ⊕ 🖆	updateProfile(RESULT)	void
<u></u>	getProfile()	Profile
∓ ⊕ 🖆	getWins()	int

Sounds		
ınds()		
tance Sounds		
Map Map < CLIPTYPE, Clip >		
(CLIPTYPE) void		
Instance() Sounds		
(CLIPTYPE, boolean) void		
clipMap		
CLIPTYPE		
LIPTYPE()		
DACH		

🐎 🖆 LOUNGE

SHUFFLE

🐎 🖆 DRAW

₹♦ 🖈 Write(Profile) instance FileWriterReader