

1.Unit test coverage

- Unit test coverage of Account class is 100%
- Unit test coverage of the other class is 0%

2.Important Class

- GlobalCenter
- LocalGameCenter
- ScoreBoard

3.Design Pattern

- Iterator Design Pattern:
 - make MineSweeper and SlidingTile Board to be much easier to loop tiles
- Observer Design Pattern:
 - Each of game follows the pattern and it could update the view every time that the data of game is changed
- Strategy Design Pattern:
 - All of the Games implement the same interface
- MVC:
 - Perfect MVC patterns in this application
 - it is convenient to test and much easier to maintain in the future
- Factory Design Pattern
 - User game factory

4.ScoreBoard

- ScoreBoard is an abstract class contains the data and basic functions for operating its data. When adding a new game, the new game scoreboard should extends this

scoreboard. Each game specific scoreboard is stored in a map in global centre (Maps game name to a specific scoreboard). Scoreboards updates whenever a new score is added, and the default ranking is descending.

- Global Score

Global Score:		
#	Player	Score
1	fan	1611
2	matthew	1459
3	tony	1451
4	Junming	1421
5	689	1349
6	jdije	1285
7	-	-
8	-	-
9	-	-
10	-	-

- Player Score

Player Score:		
#	Player	Score
1	fan	1611
2	fan	1454
3	fan	1450
4	fan	1307
5	fan	1285
6	fan	1048
7	fan	0
8	fan	0
9	fan	0
10	fan	0