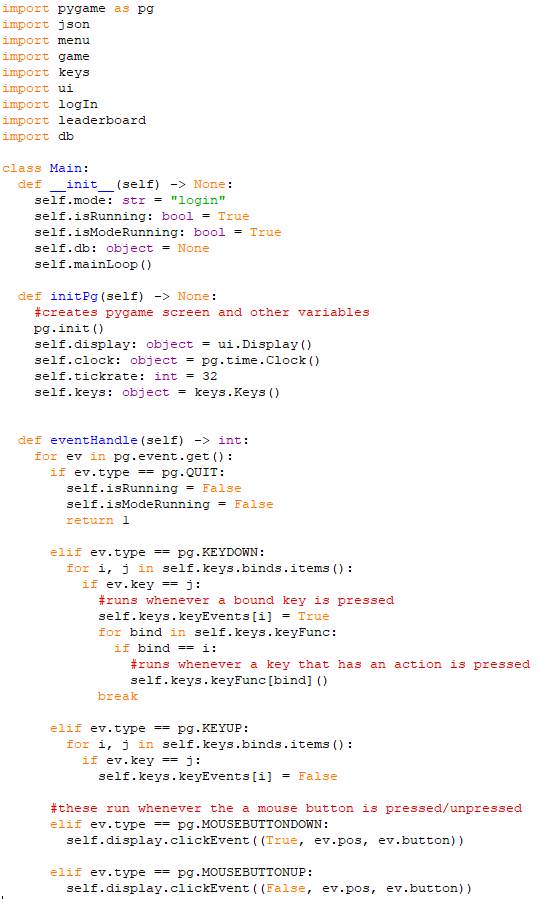
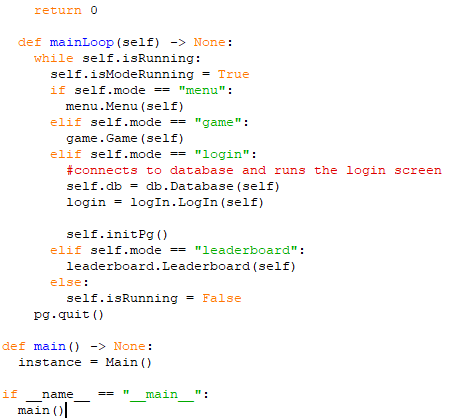
# Appendix

(main.py)

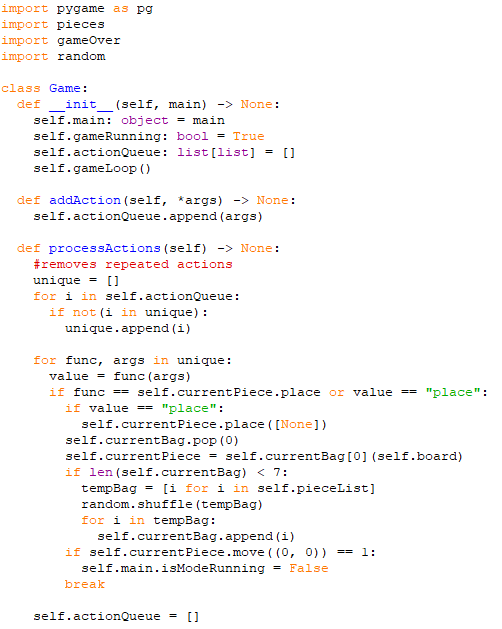


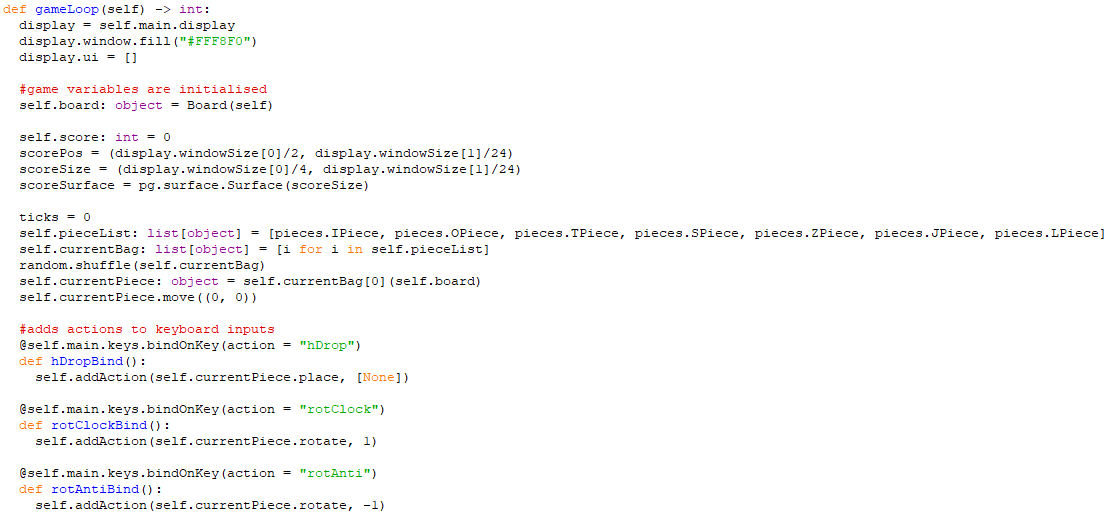


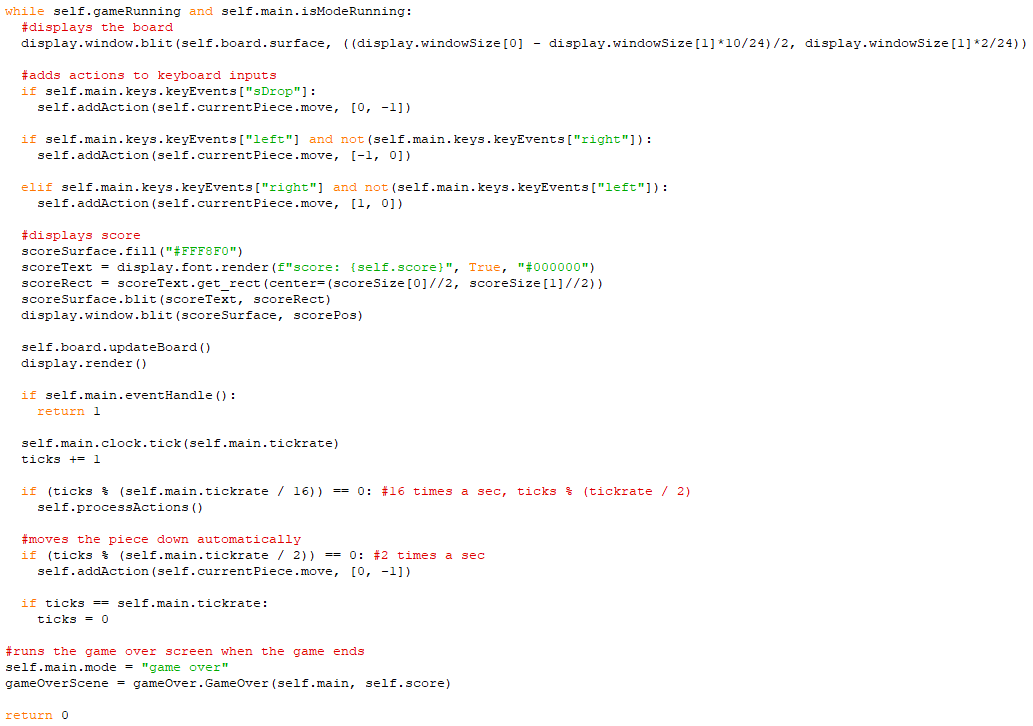
(db.py)

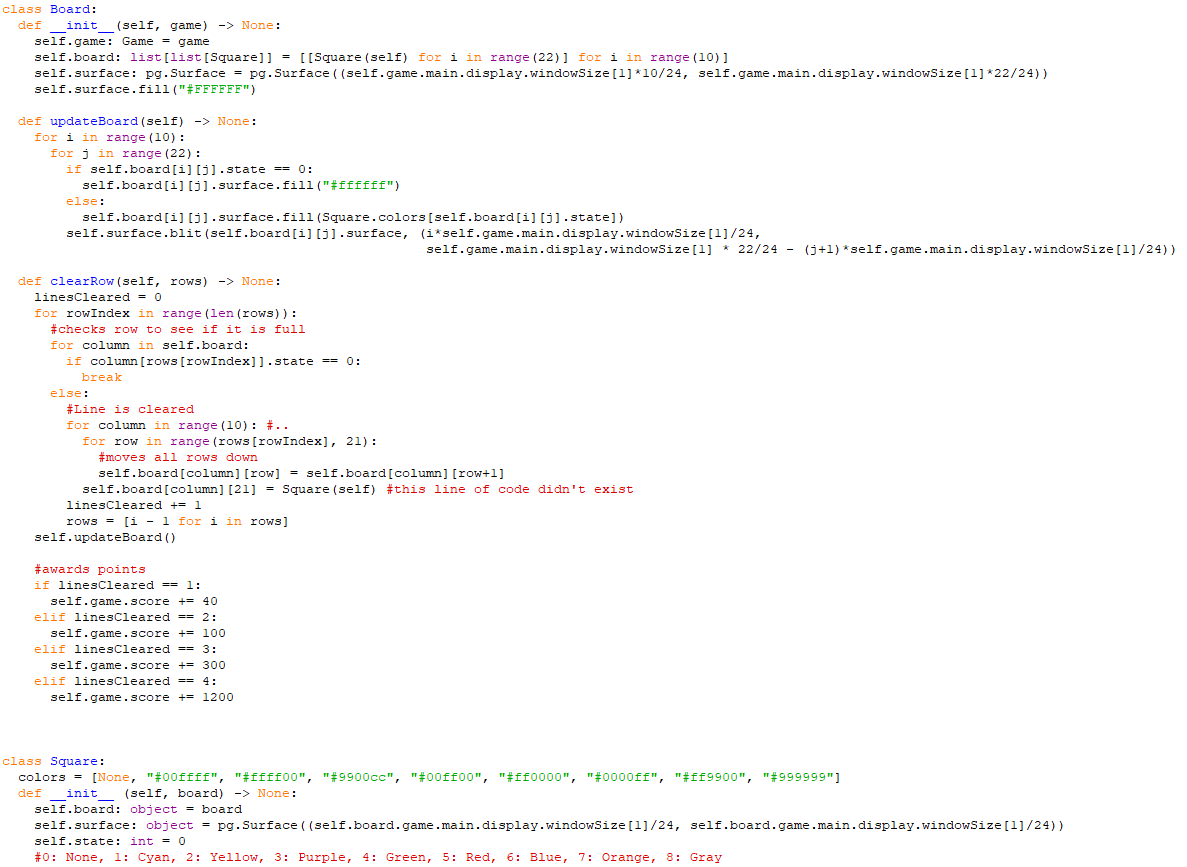


(game.py)



****

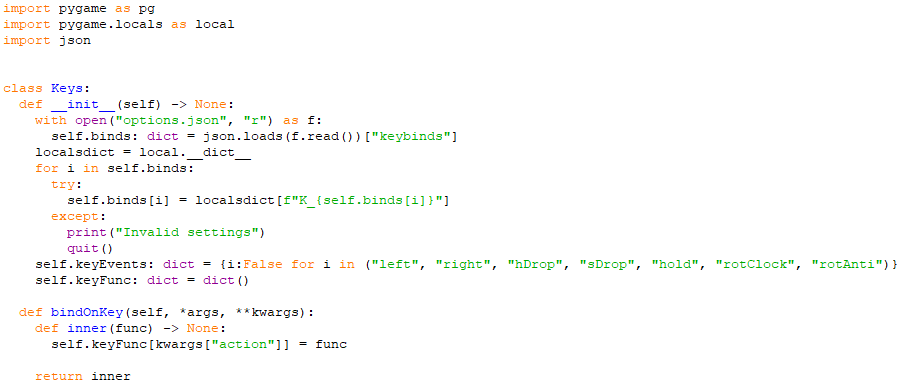




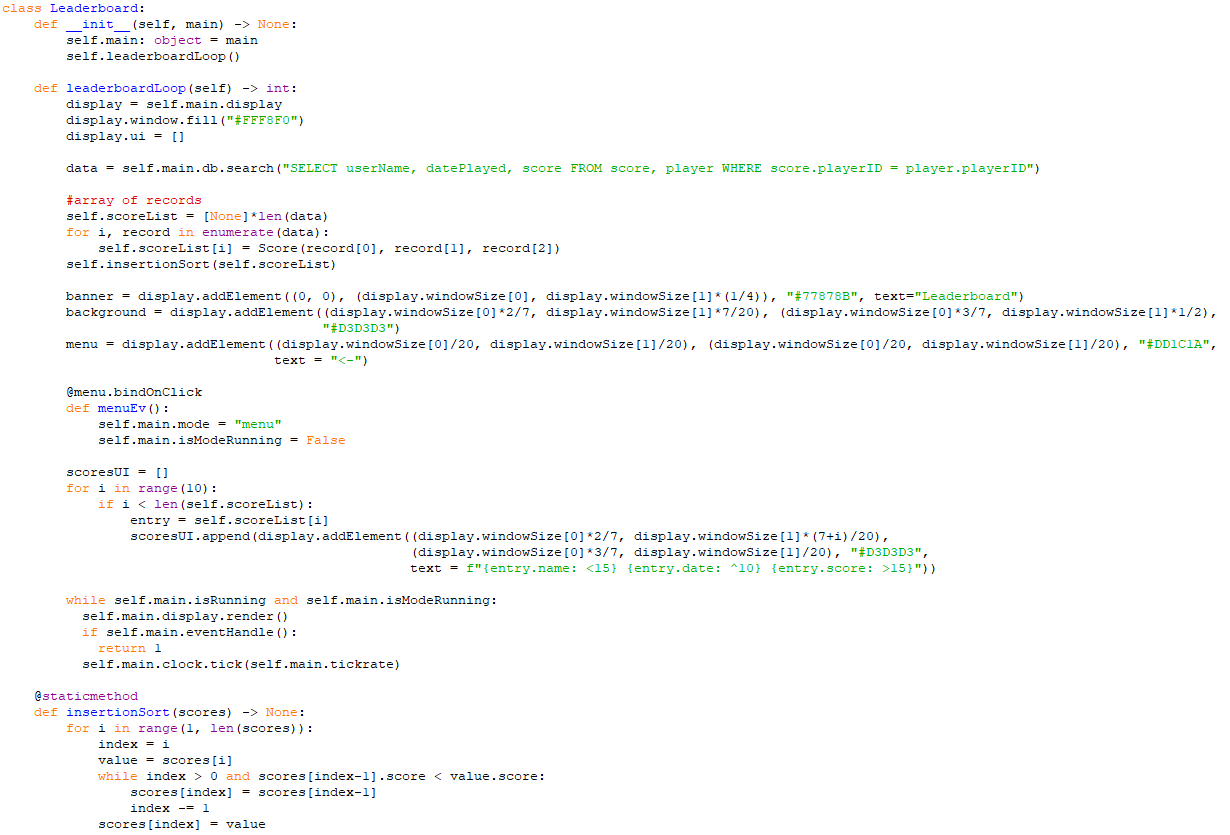
(gameOver.py)

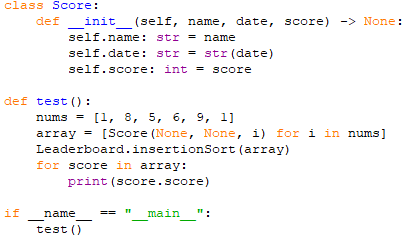


(keys.py)

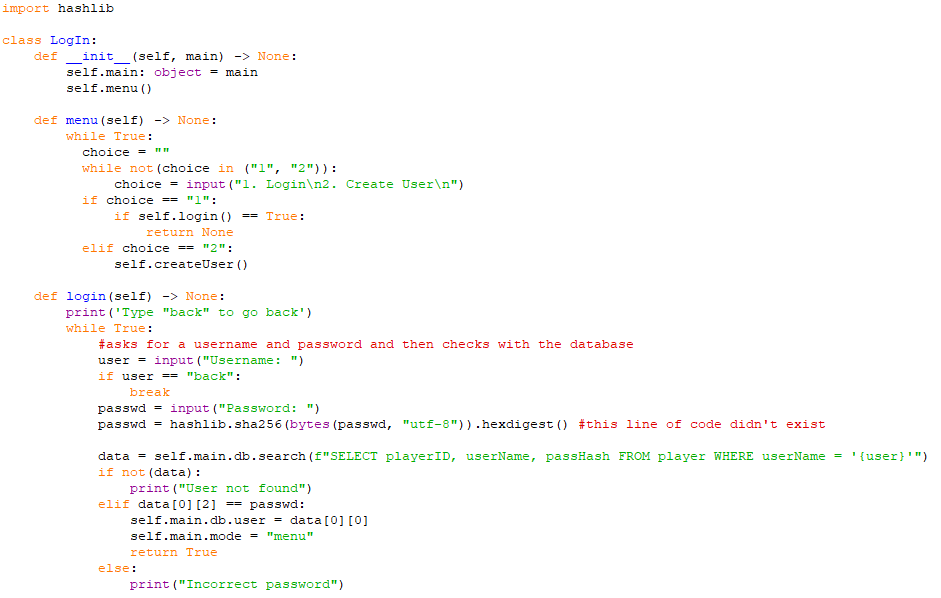


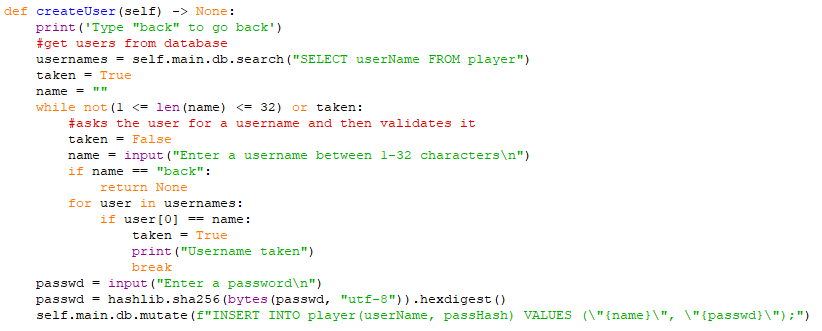
(leaderboard.py)





(logIn.py)

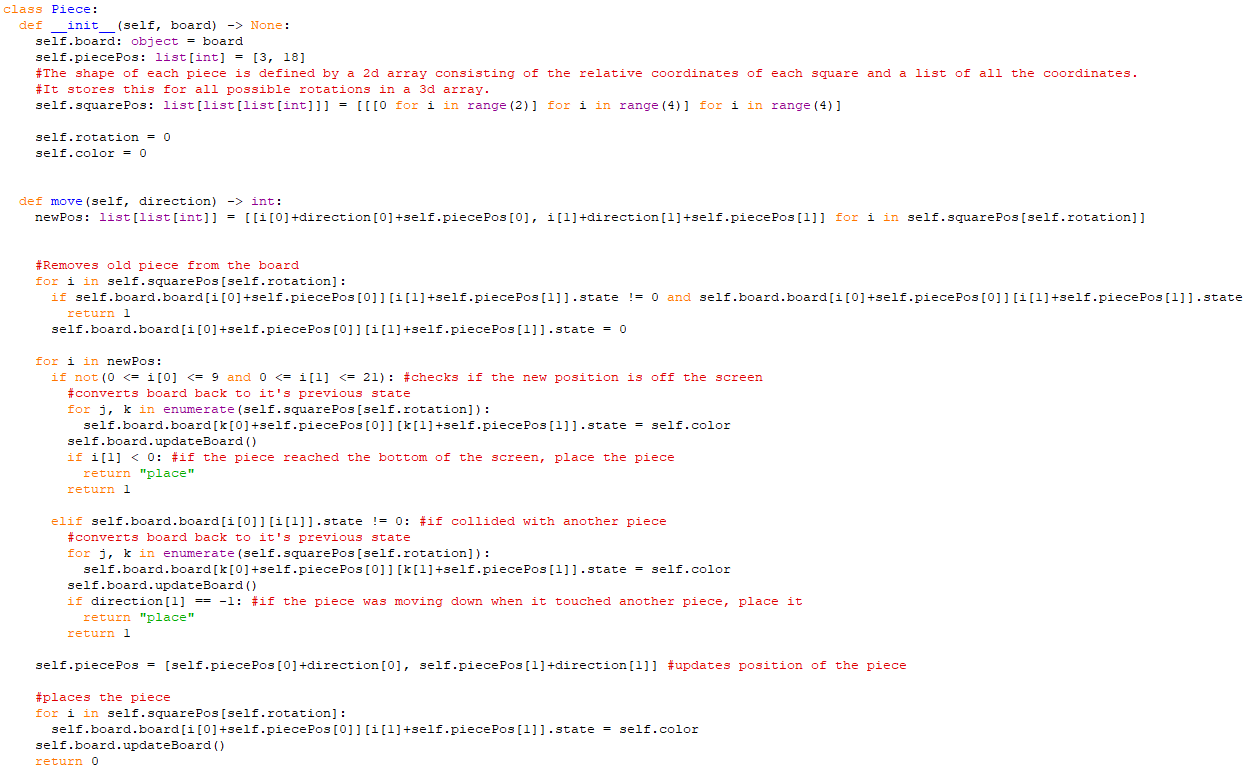


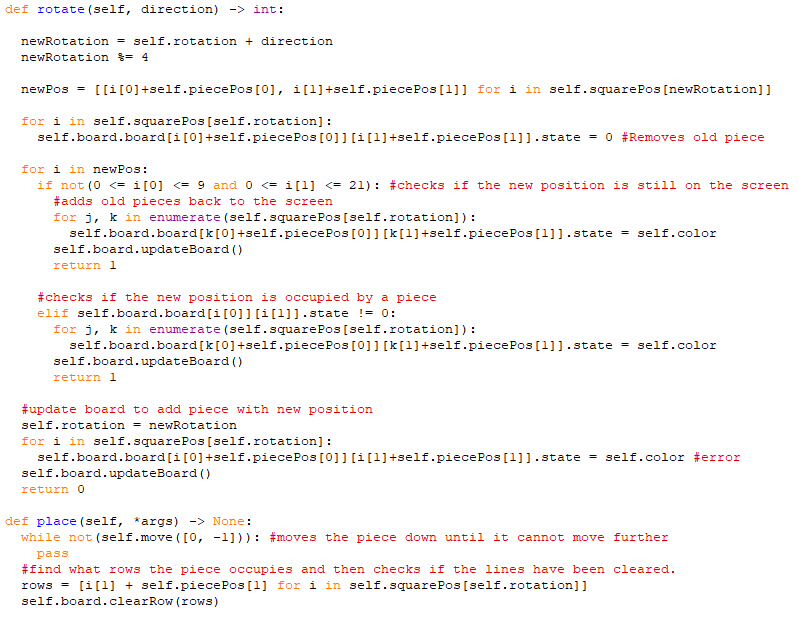


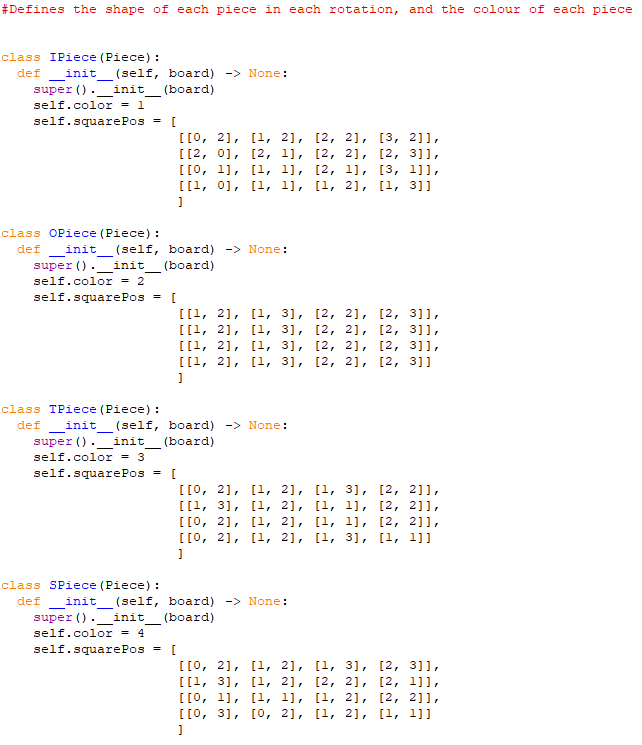
(menu.py)

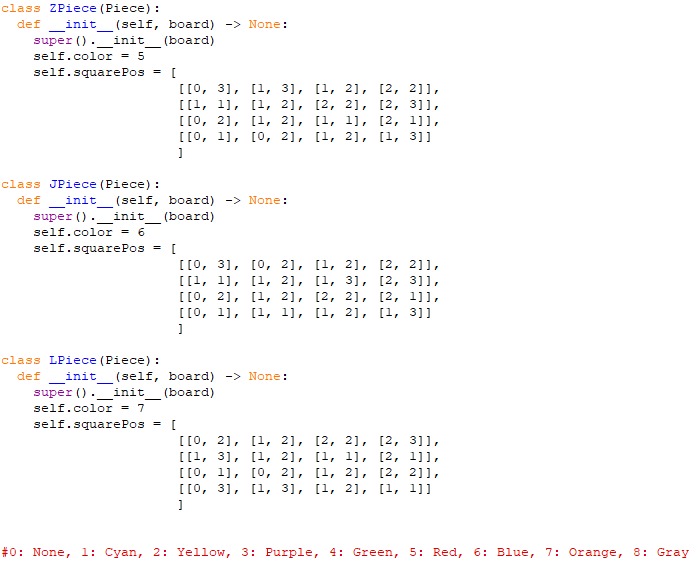


(pieces.py)

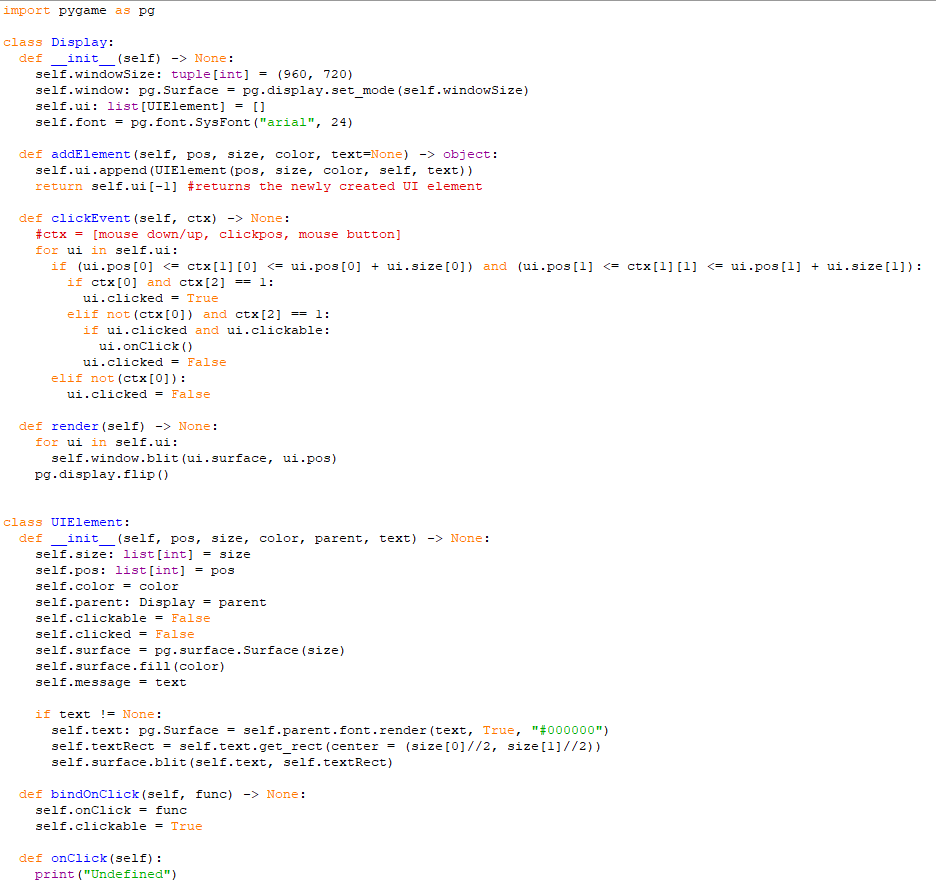




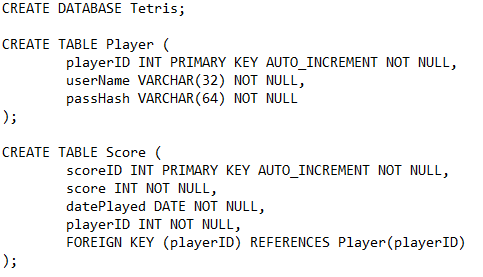




(ui.py)



(database.sql)



(options.json)

