## UserInput

* Has no references at all
* buttonDown is declared but its value is never read
* keyCodeStates is declared but its value is never read

## UIButton

* Has no references at all

## Game

* let init is not inside a method or class

## DialogueCharacter

* Has no referenes at all
* showCharacter() has no parameters or types
* hideCharacter() has no parameters or types

## GameTime

* startTimer() has no parameters or types
* stopTimer() has no parameters or types

## FakeProfileScreen

* setNewProfile() has no parameters or types

## DeepFakeScreen

* origninal misspelling of original
* deepfakeimage missing camelCase
* differenceButtom1 misspelling of Button
* differenceButtom2 misspelling of Button
* DxOriginal missing camelCase
* DxDeepfake missing camelCase
* Dy missing camelCase
* Dw missing camelCase
* Dh missing camelCase
* setNewDeepFake() has no parameters or types
* checkdiffenence() has no parameters or types and is missing camelCase and is a misspelling of difference

## LostScreen

* dialogeCharacter misspelling of dialogue

## IntroScreen

* currentProfile is Any type and should be specified

## ChatScreen

* Chats missing camelCase
* createChatButtons() has no parameters or types