CRC Cards

Class Name	STAGE
Selects level based on players current rank	Level….
Retains coins used at each level.	
Start from last save point.	
Update the leader board if player gets a higher score than before.	
A timer to tell the player how long they have to win or lose.	
Choose the winner based on the performance between players 1 & 2.	
Allow for game pause	

Responsibilities – attributes and behaviours/operations for

this class.

- Collaborations – other classes that it needs to work with.