FirstLight Class Diagram

User

+ name: string
- email: string
- positivity: int
- genre: Genre[]

+ googleAuthLogin():userObject
+ createUser(): userObject
+ setPositivity()
+ setGenre()

Genre

- genre: string

+ Genre
- IdentifyGenre(): string

News

+ title: string
+ source_link: string
+ image_link: string
- summary: string
- positivity_Score: int
- genre: Genre
- date: date

+ News()
- calculatePositivity(): int
- generateSummary(): string
+ shareNews()

Comic

+ name: string
+ link: string
- date: date
- source: string

+Comic()
+ shareComic()

Tic Tac Toe

- score: float
- difficulty: string

+ nextMove()
+ detectMove()

Sudoku

- score: float
- difficulty: string

+Sudoku()
- generateSudoku()
- solveSudoku()
+ detectMove()

Maze solver

+ currentMove: int[int[]]
- solvingAlgo: string
+ maze: string[string[]]

+ Maze_solver()
- generateMaze()
- getHueristic()
- searchAlgorithm()
- move()

<<interface>> Game

+ user: User
- gameType: string
+ playGame()

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