**System**

+ volume: int + brightness: int + current\_user: User + current\_client: Client

+ login(uid, password): boolean + logout(): boolean - initialize(): boolean - create\_instructor\_user(uid, password, name): boolean

**Instructor\_User**

**Parent\_User**

1

+ name: String + client\_list: Array<Client>

+ name: String + client\_list: Array<Client> 1

+ assign\_goal(Client, Objective): boolean + add\_client(name): Client + add\_parent(name, clients): Parent\_User + view\_progress(Client): void

changes\_display

1

1

1

1

1

1

marks\_completed\_objectives

1

\*

\*

**Goal\_Tracker**

**Client**

report\_progress

1 + long\_term\_goals: Array<Objectives>

+ nickname: String

+ get\_goal(id): Objective + goals: Goal\_Manager + overall\_goal\_progress: double

1

+ current\_goal\_progress: double

1 + start\_game(category): boolean

tracks\_progress

\***Objective**

+ name: String + id: int + is\_completed: boolean + sub\_objective: Array<Objectives>

**Audio\_Object** + is\_trial(): boolean + check\_subobjective\_progress(): void

+ volume: int - audio: Audio

**Game**

+ play(speed): void

- required\_rounds: int - current\_round: int

1

1

plays

1+ stop(): void

+ pause(): void Extends - total\_score: int - passing\_score: int

+ \_start(): void + \_update(): void + get\_next\_minigame(): Minigame + end\_game(): boolean

**Visual\_Object**

- position: Vector2<int, int> - graphic: Image

+ on\_Click(event): boolean

Shapes, prompts, etc.are all extended from Game Object

Long term and short term goals are all objectives.

Subobjectives must be complete before the objective is complete.

determines\_minigames \* \*

1

**Display**

change\_settings

+ current\_display\_id: int + display\_list: Array<int>

**Minigame**

1

+ change\_display(id): boolean

1 1 \*

+ id: int + category: int + completed: boolean + game\_objects: Array<Game\_Objects> \* + \_start(): void

\* \*

+ \_update(): void + on\_completed(): boolean

**Game\_Object**

+ id: int + name: String

1 change\_display

+ on\_create(): void + on\_delete(): void

Extends

Display Layout 1contains the React **Display\_Layout**

components and properties. Every screen is its own display.