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| SaveGame | |
| <p>This is a class which will allow the user to save the current state of the game. The game will also be saved after every move, to ensure data persistence.</p> <p>Author: Mohammed Raihan</p> <p>Super class: N/A</p> <p>Sub class: N/A</p> | |
| Responsibilities: <ul style="list-style-type: none"> Save level state, inventory state, enemy positions, player position, current completion time of the level | Collaborators: <ul style="list-style-type: none"> Game |

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| LoadGame | |
| <p>This is a class which loads the state of the game that was autosaved, or load any manually saved states.</p> <p>Author: Mohammed Raihan</p> <p>Super class: N/A</p> <p>Sub class: N/A</p> | |
| Responsibilities: <ul style="list-style-type: none"> Load level state, inventory state, enemy positions, player position, current completion time of the level | Collaborators: <ul style="list-style-type: none"> Game |

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| Leaderboard | |
| <p>This is a class that stores all completion times of each level and records the quickest 3 completion times also recording the corresponding user profiles for those records.</p> <p>Author: Mohammed Raihan</p> <p>Super class: N/A</p> <p>Sub class: N/A</p> | |
| Responsibilities: <ul style="list-style-type: none"> Store completion time alongside user profiles View top 3 completion times alongside user profiles | Collaborators: <ul style="list-style-type: none"> existingProfile |

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| MOTD | |
| <p>This is a class that will retrieve a message each time the game is launched, decode the string, and display the decoded message in the game screen.</p> <p>Author: Mohammed Raihan</p> <p>Super class: N/A</p> <p>Sub class: N/A</p> | |
| Responsibilities: <ul style="list-style-type: none"> Retrieve string from site Decode string Display string | Collaborators: <ul style="list-style-type: none"> Game |