Profile

This is a class that holds common information about `existingProfile` and new `newProfile` class.

Author: George Cook

Super Class: N/A

Sub Class: newProfile, exisitingProfile

Responsibilities:	Collaborators:
-playerName	-main
-highestLevel	-game
-currentScore	-newProfile
-constructor	-exsitingProfile
-deleteProfile	
-changeName	
-reset	

newProfile

This is a class that creates a new profile for a user, using the class `Profile`.

Author: George Cook

Super Class: Profile

Sub Class: N/A

Responsibilities:	Collaborators:
-createProfile	-main
	-game
	-Profile

existingProfile

This is a class that holds information and interacts with an existing user profile.

Author: George Cook

Super Class: Profile

Sub Class: N/A

Responsibilities:	Collaborators:
-playerName	-main
-highestLevel	-game
-currentScore	-Profile
-deleteProfile	
-changeName	
-reset	
exitingProfile- would have these as overrides.	

main	
This is a class that holds common information about menus and starting the game. It will be the first class that is loaded.	
Author: George Cook	
Super Class: N/A	
Sub Class: game	
Responsibilities: -loadGame -loadProfile -createProfile	Collaborators: -levelReader -screen -game -newProfile -exisitingProfile -Profile

game	
This is a class loads all the level files and parses files that need to be loaded to the screen in a format that then can be displayed	
Author: George Cook	
Super Class: main	
Sub Class: N/A	
Responsibilities: -saveGame -loadLevel -startLevel -loadScreen -userInput	Collaborators: -levelReader -screen -main -newProfile -exisitingProfile -Profile -MOTD -loadGame -saveGame -Object

screen	
This is a class that displays all the graphical content of the game and menu screen.	
Author: George Cook	
Super Class: N/A	
Sub Class: N/A	
Responsibilities: -screenSize -diplayTiles -redrawScreen -drawScreen	Collaborators: -main -game