

**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, existingProfile

Responsibilities:

- playerName
- highestLevel
- currentScore
- constructor
- deleteProfile
- changeName
- reset
- createProfile

Collaborators:

- main
- gameScreen
- profile

**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
- gameScreen
- Profile

**gameScreen**

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
- displayTiles
- redrawScreen
- drawScreen
- saveGame
- loadLevel
- startLevel
- loadScreen
- userInput

Collaborators:

- main
- Player