Agreed classes but prettier

- **LevelReader –** This will read the text file that includes details about the level. Superclass of **all cells/items** to do with the level e.g. wall, ground, goal etc.. Look at section 3.1 in functional spec for all possible classes (include these in the diagrams)

- **Body –** Has an abstract method called move. Is the superclass of **enemy** (which is also a superclass for all of the different types of enemy) and **player** (which includes inventory items and other information regarding the player)

- **Profile –** Is the superclass of **NewProfile** (which is used to write to a text file including all profiles created) and **ExistingProfile** (which is used to read from these text files and display all profiles and allow a user to choose one)

- **Leaderboard –** Used to display the best scores on all maps, most likely will read from a text file including all times of all attempts of the map. Will link with **ExistingProfile** to access a particular profiles best time

- **SaveGame –** Will be used to write to a text file noting players location, inventory and enemy locations. Will possibly need another class similar to this one, which is used to autosave

- **MessageOfDay –** Used to read and decrypt the message of day