SaveGame

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.

Author: Mohammed Raihan

Super class: N/A Sub class: N/A

Responsibilities:

 Save level state, inventory state, enemy positions, player position, current completion time of the level

Collaborators:

- Game
- Profile

LoadGame

This is a class which loads the state of the game that was autosaved, or load any manually saved states.

Author: Mohammed Raihan

Super class: N/A Sub class: N/A

Responsibilities:

 Load level state, inventory state, enemy positions, player position, current completion time of the level

Collaborators:

- Game
- Profile

Leaderboard

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.

Author: Mohammed Raihan

Super class: N/A Sub class: N/A

Responsibilities:

- Store completion time alongside user profiles
- View top 3 completion times alongside user profiles

Collaborators:

• Profile

DailyMessage

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.

Author: Mohammed Raihan

Super class: N/A Sub class: N/A

Responsibilities:

Retrieve string from site

Decode string

Display string

• Game