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:	**Collaborators**:
- Save state of current level, including making explicit which doors have been opened and which items have been taken - Save state of the player, including their position on the current level - Save state of enemies, including their position on the current level - Save state of player inventory - Save the time score so far on the current level	- 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:	**Collaborators**:
- Load state of current level, including making explicit which doors have been opened and which items have been taken - Load state of the player, including their position on the current level - Load state of enemies, including their position on the current level - Load state of player inventory - Load the time score so far on the current level	- 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:	**Collaborators**:
- Store completion time alongside user profiles - View top 3 completion times alongside user profiles	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	**Collaborators**: • Game