

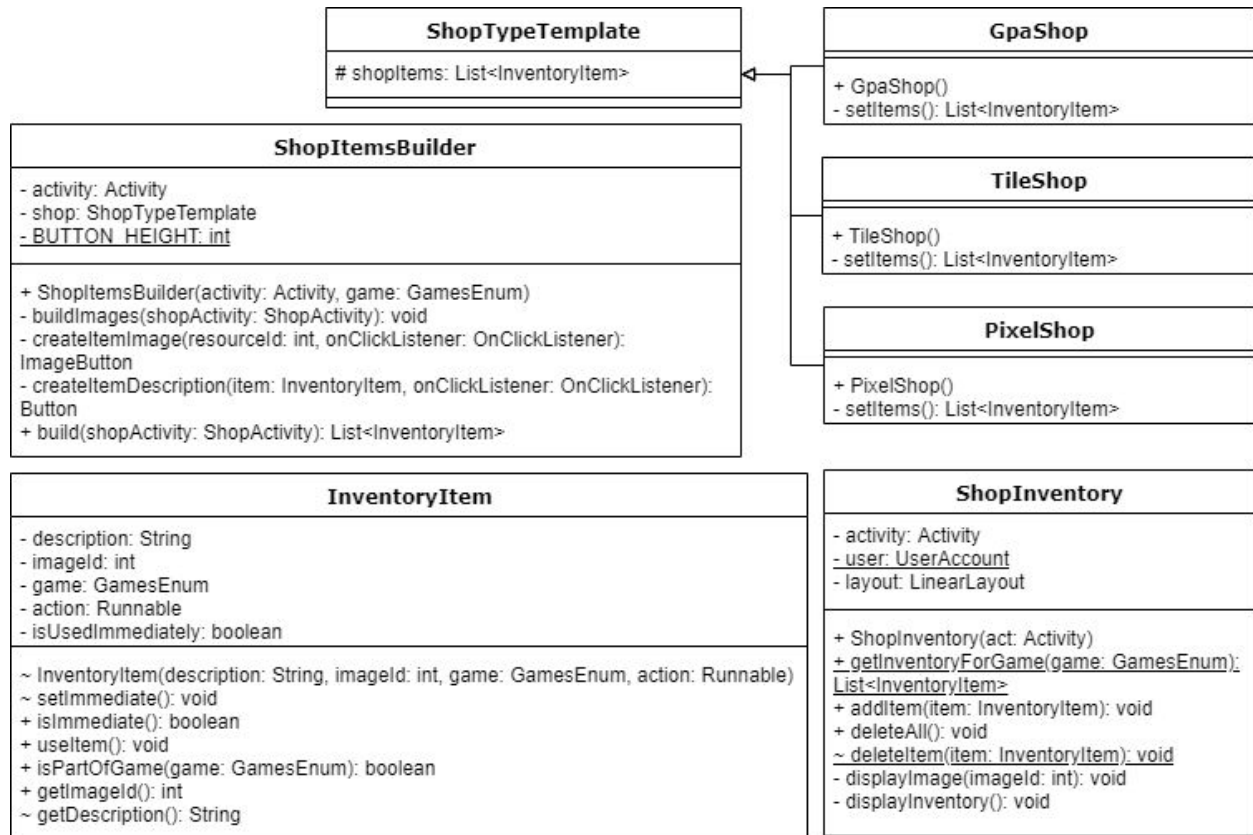
## Utilities:

DrawUtility	FileStorage
<ul style="list-style-type: none"> <li>- paint: Paint</li> </ul>	<ul style="list-style-type: none"> <li>- fileName: String</li> <li>- ALL_USERS_FILE_NAME: String</li> <li>- DATA_SEPARATOR: String</li> </ul>
<ul style="list-style-type: none"> <li>- DrawUtility()</li> <li>+ drawRectangle(coords: Int[], color: Int)</li> <li>+ drawLines(coords: Int[], color: Int, width: Int)</li> <li>+ drawString(text: String, x: Int, y: Int, color: Int, size: Int): void</li> <li>+ drawBitmap(bitmap: Bitmap, x: Int, y: Int): void</li> </ul>	<ul style="list-style-type: none"> <li>- FileStorage()</li> <li>+ saveUserData(dirPath: String, userToSave: UserAccount): void</li> <li>+ getUserData(dirPath: String): UserAccount</li> <li>- removeInventoryItems(jsonData: String): String</li> <li>+ saveUserToFile(dirPath: String, name: String, password: String): boolean</li> <li>+ getAllUsersFromFile(context: Context): List&lt;UserAccount&gt;</li> <li>- warnException(e: Exception)</li> </ul>
Session	HandleCustomization
<ul style="list-style-type: none"> <li>- prefs: SharedPreferences</li> </ul>	<ul style="list-style-type: none"> <li>- themeOn: boolean</li> <li>- player: MediaPlayer</li> </ul>
<ul style="list-style-type: none"> <li>- Session()</li> <li>+ setupSession(context: Context)</li> <li>- checkSession(context: Context)</li> <li>+ setUser(username: String, password: String): void</li> <li>+ clearUser(): void</li> <li>+ getUser(): String[]</li> <li>+ setMusic(id: Int): void</li> <li>+ getMusic(context: Context): Int</li> <li>+ setBackground(id: Int): void</li> <li>+ getBackground(context: Context): Int</li> <li>+ setTheme(on: boolean): void</li> <li>+ getTheme(context: Context): boolean</li> </ul>	<ul style="list-style-type: none"> <li>- HandleCustomization()</li> <li>+ setActivityBackground(context: Context, window: Window): void</li> <li>- getBackgroundDrawable(context: Context): Int</li> <li>+ setGameBackground(context: Context, layout: View): void</li> <li>- setDefaultBackground(view: View): void</li> <li>+ startMusic(context: Context): void</li> <li>+ pauseMusic(context: Context): void</li> <li>+ getPixelLabelColor(): Int</li> </ul>

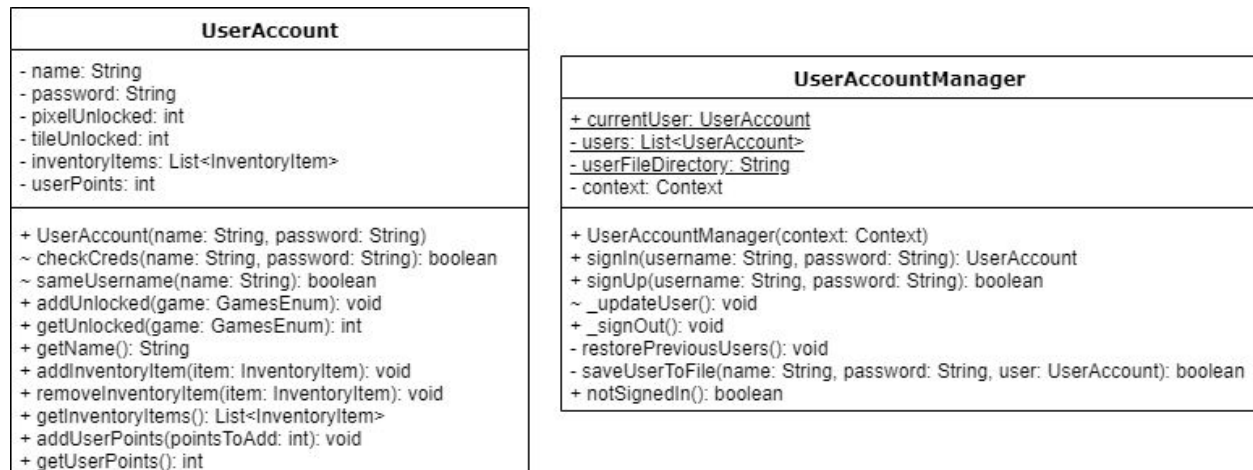
## Achievements & Statistics:

Achievements	Statistics
<ul style="list-style-type: none"> <li>- _maxGpaAchieve: boolean</li> <li>- _threeGpaAchieve: boolean</li> <li>- _failGpaAchieve: boolean</li> <li>- _numPixelTaps: Int</li> <li>- _numPixelTapsFiftyCompleted: boolean</li> <li>- _numPixelTapsTwoHundredCompleted: boolean</li> <li>- _twentySecondsOrLessPixel: boolean</li> <li>- _numRotateTaps: Int</li> <li>- _numRotateTapsFiftyCompleted: boolean</li> <li>- _numRotateTapsTwoHundredCompleted: boolean</li> <li>- _twentySecondsOrLessRotate: boolean</li> </ul>	<ul style="list-style-type: none"> <li>- _startTime: long</li> <li>- _startTimePixel: long</li> <li>- _startTimeRotate: long</li> <li>- _timeElapsedSeconds: long</li> <li>- _totalScore: Int</li> <li>- _counterClicks: Int</li> </ul>
<ul style="list-style-type: none"> <li>- Achievements()</li> <li>+ _gpaChecker(gpa: Double): void</li> <li>+ _checkTime(gamesEnum: GamesEnum, elapsedTime: long): void</li> <li>+ _isMaxGpaAchieve(): boolean</li> <li>+ _isThreeGpaAchieve(): boolean</li> <li>+ _isFailGpaAchieve(): boolean</li> <li>+ _getNumPixelTaps(): Int</li> <li>+ _setNumPixelTaps(): void</li> <li>+ _isTwentySecondsOrLessPixel(): boolean</li> <li>+ _setTwentySecondsOrLessPixel(): void</li> <li>+ _getNumRotateTaps(): Int</li> <li>+ _setNumRotateTaps(): void</li> <li>+ _isTwentySecondsOrLessRotate(): boolean</li> <li>+ _setTwentySecondsOrLessRotate(): void</li> <li>+ _isNumPixelTapsTwoHundredCompleted(): boolean</li> <li>+ _isNumRotateTapsFiftyCompleted(): boolean</li> <li>+ _isNumRotateTapsTwoHundredCompleted(): boolean</li> <li>+ _isNumPixelTapsFiftyCompleted(): boolean</li> </ul>	<ul style="list-style-type: none"> <li>- Statistics()</li> <li>+ _start(): void</li> <li>+ _startTimeByGame(gamesEnum: GamesEnum): void</li> <li>+ _end(): void</li> <li>+ _endTimeByGame(gamesEnum: GamesEnum): void</li> <li>- _addRandomScore(): Int</li> <li>+ _sumTotalScore(): void</li> <li>+ _printStats(): String</li> <li>+ _clickEvent(): void</li> <li>+ _totalClicks(): Int</li> <li>+ _printStats(): String</li> </ul>

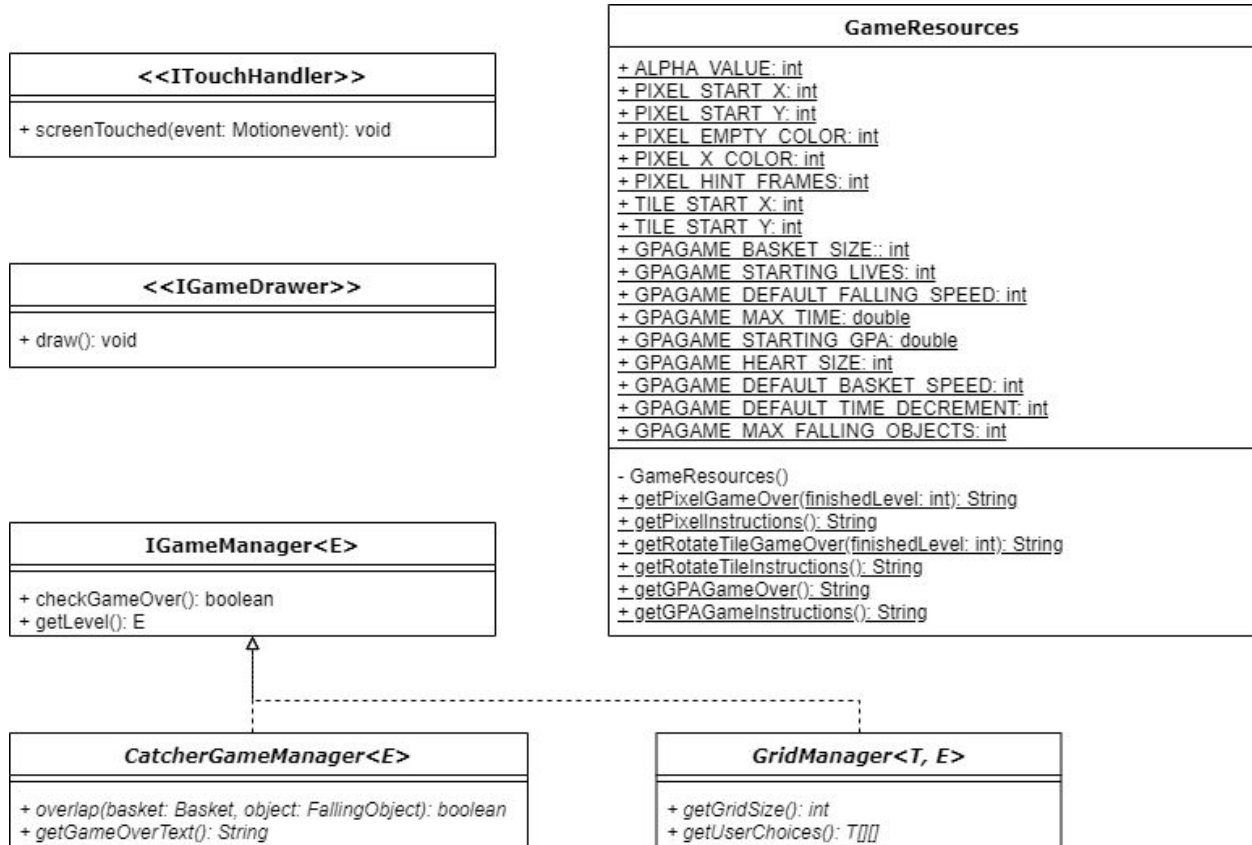
## The Shop:



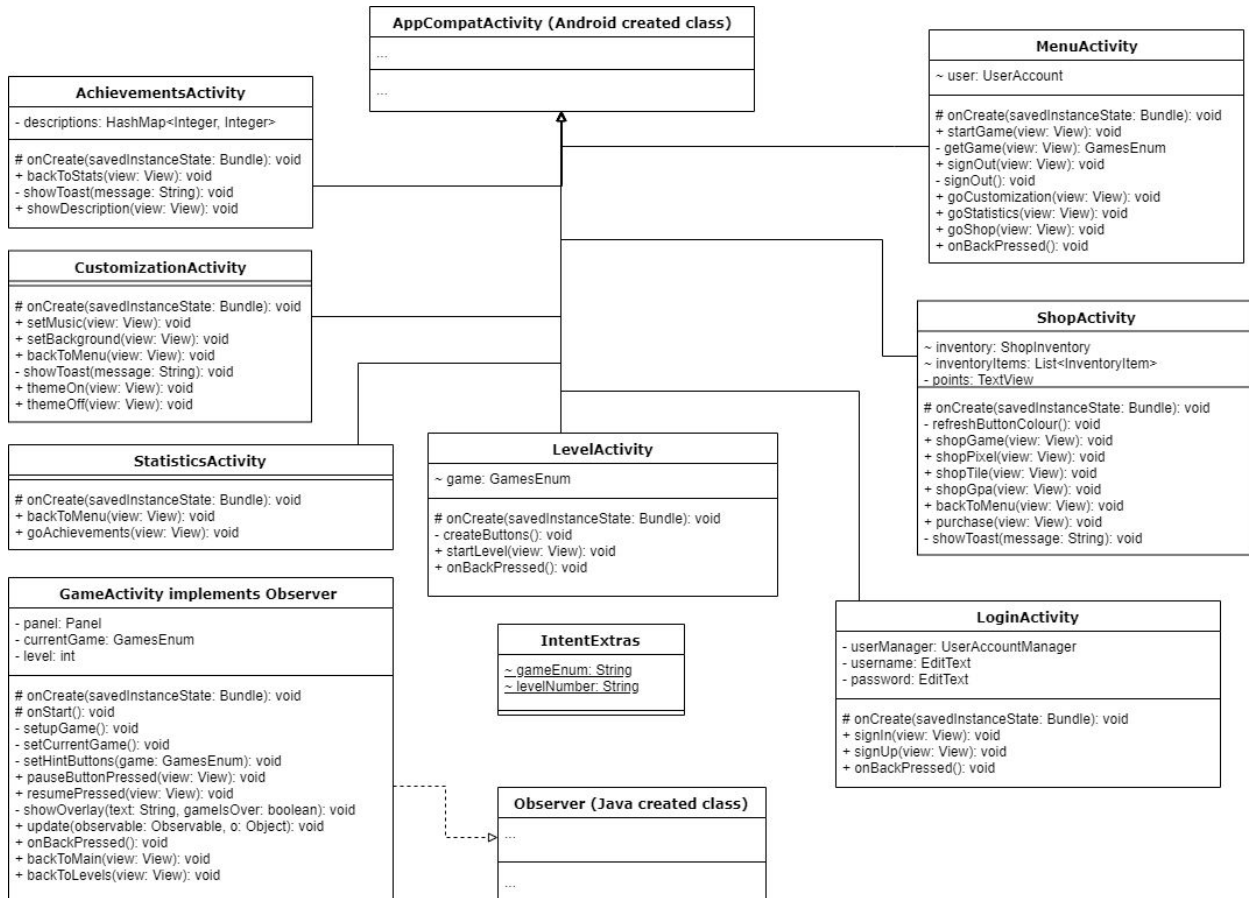
## Users:



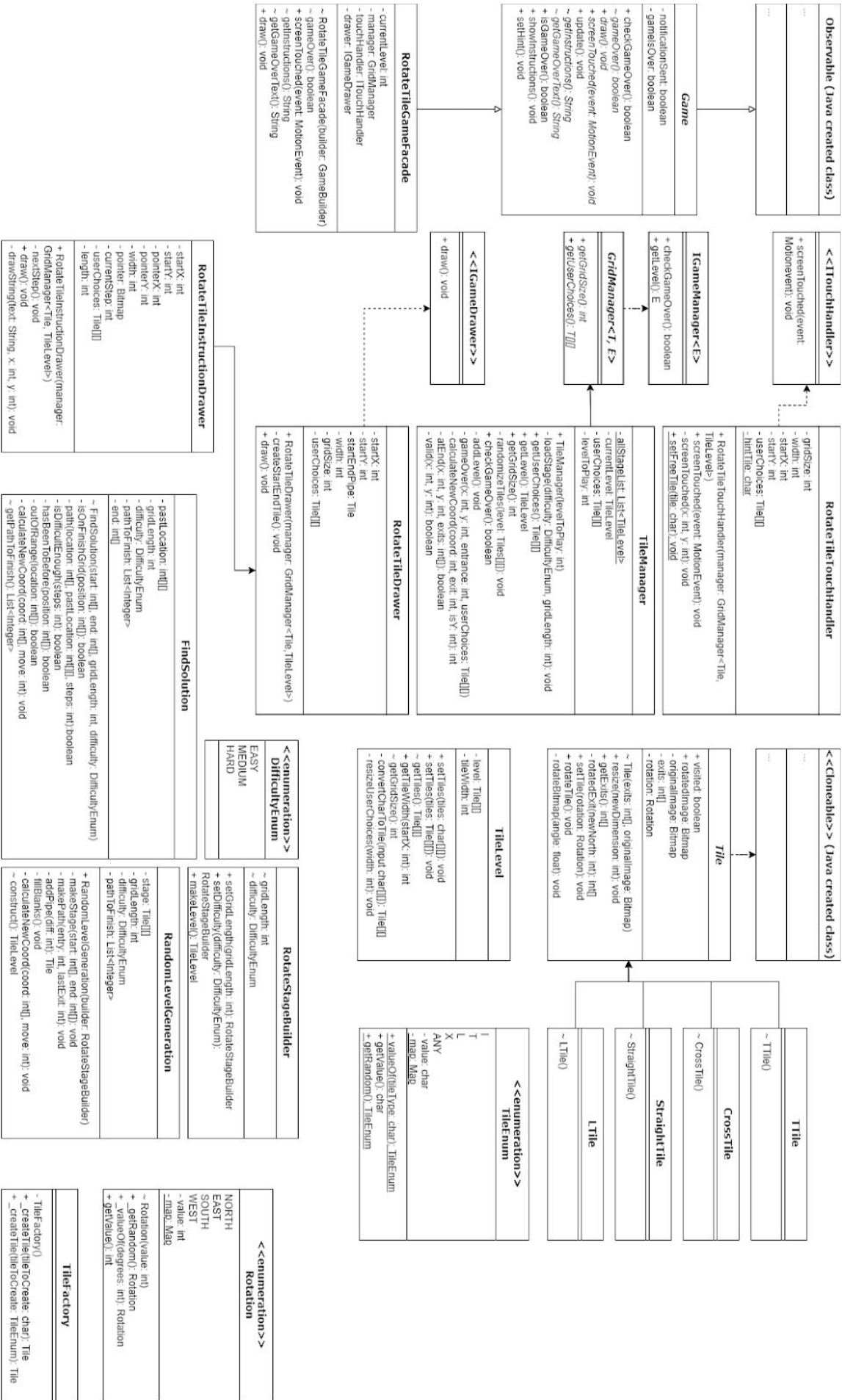
## Game resources & utilities:



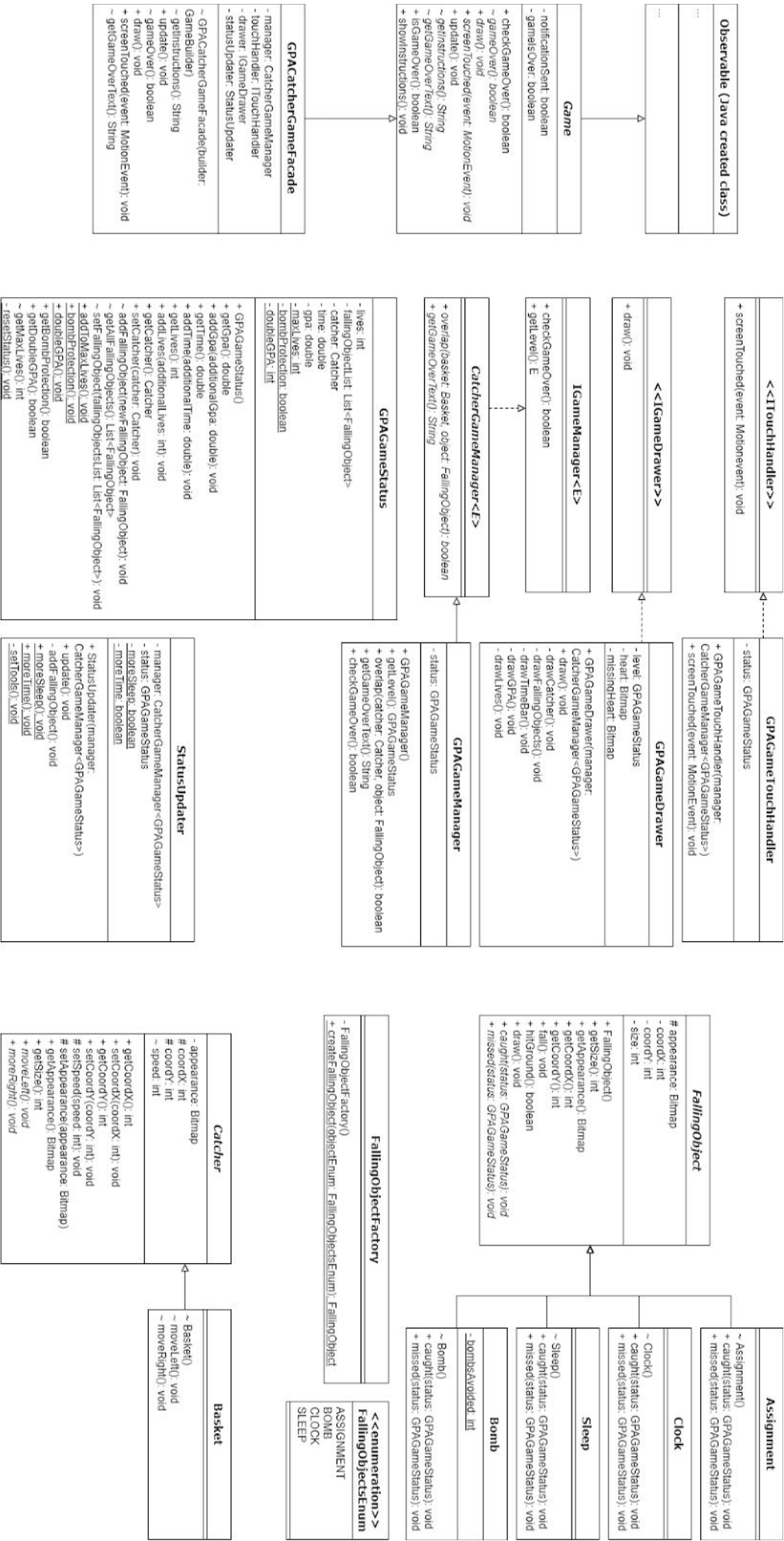
## Activities:



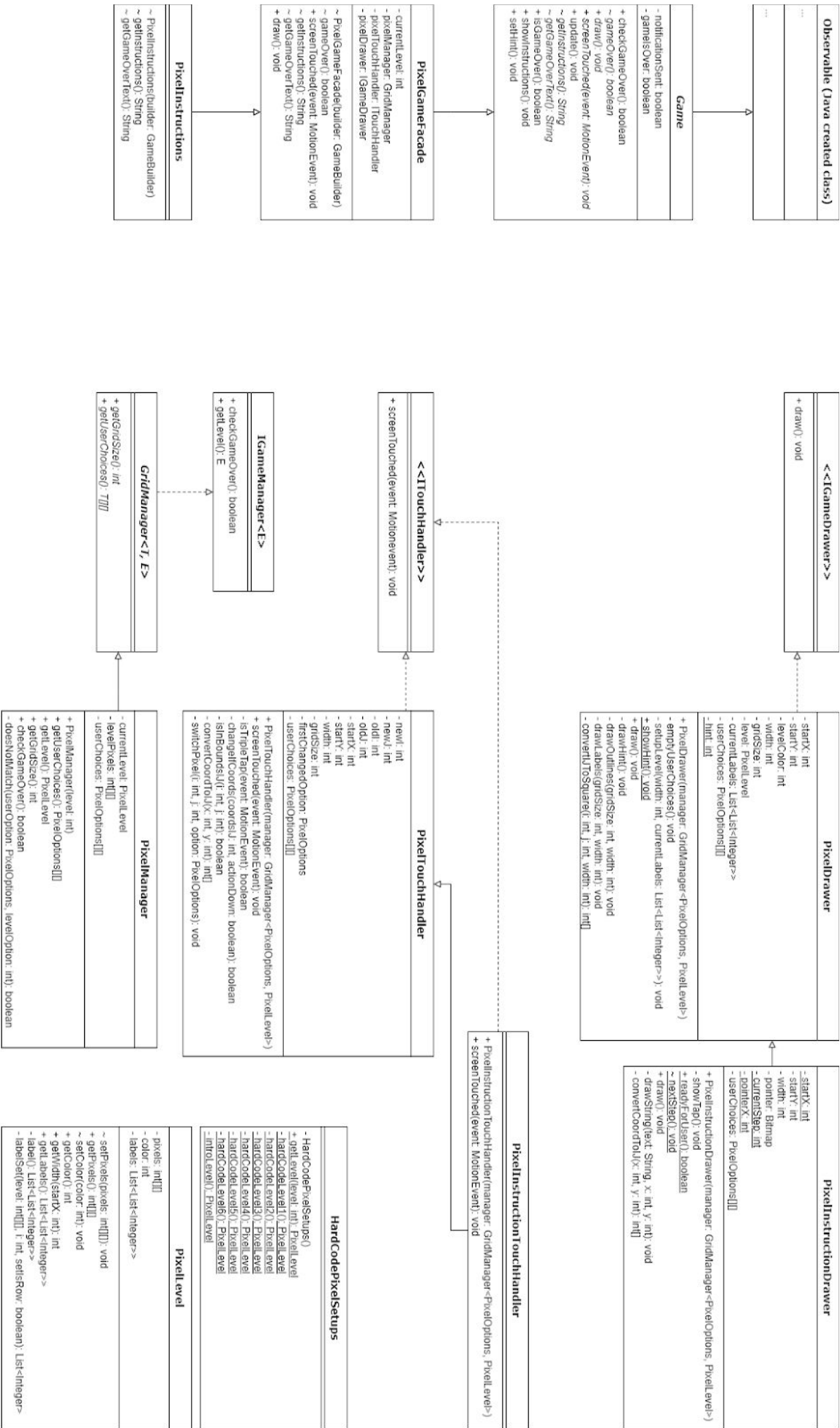
Our Rotate Tile Game:



Our GPA Catcher Game:



Our Pixel Game:



## Games (builders and facades):

