LeaderboardData	
Knows its leaderboard storage filepath	LeaderboardData
Knows the number of players	LeaderboardData
Initialise leaderboard with playerID and score set to 0	HashMap
Load existing scores from a file	BufferedReader, InputStreamReader, HashMap, JOptionPane
Save the current scores to a file	BufferedWriter, Files, Paths, HashMap, JOptionPane
Update a specific player's score	HashMap
Populate a Swing DefaultTableModel for leaderboard display	DefaultTableModel