

GameManager	
Initialize and load leaderboard data from file	LeaderboardData
Store and provide leaderboard scores in a DefaultTableModel for display	DefaultTableModel
Update a player's score and refresh the leaderboard model	LeaderboardData, DefaultTableModel
Show the leaderboard UI before starting the game	LeaderboardUI
Launch the main game when the "Start Game" button is clicked (through a Runnable)	Runnable, JFrame, JButton