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| GUI |
| - loginFrame: JFrame  - userLabel: JLabel  - userText: JTextField  - passwordLabel: JLabel  - passwordText: JPasswordField  - loginButton: JButton  - registerButton: JButton  - loggedIn: JLabel  - gameReviewFrame: JFrame  - gameLabel: JLabel  - gameText: JTextField  - reviewLabel: JLabel  - reviewTextArea: JTextArea  - submitButton: JButton |
| JLabel |
| - text: String  + setText(text: String): void  + getText(): String  + setBounds(x: int,y: int,width: int,height: int): void |