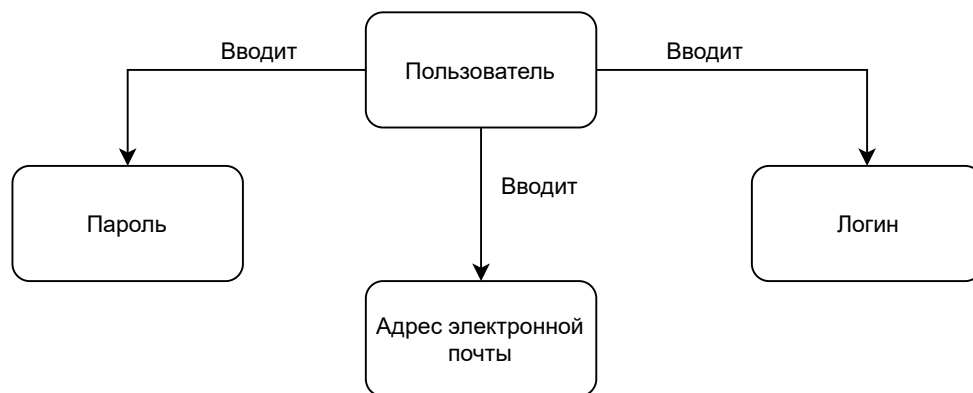
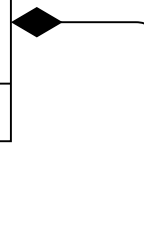
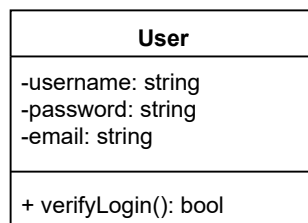
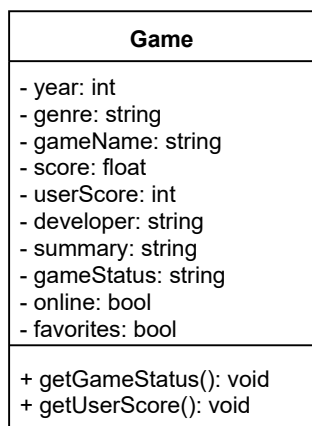
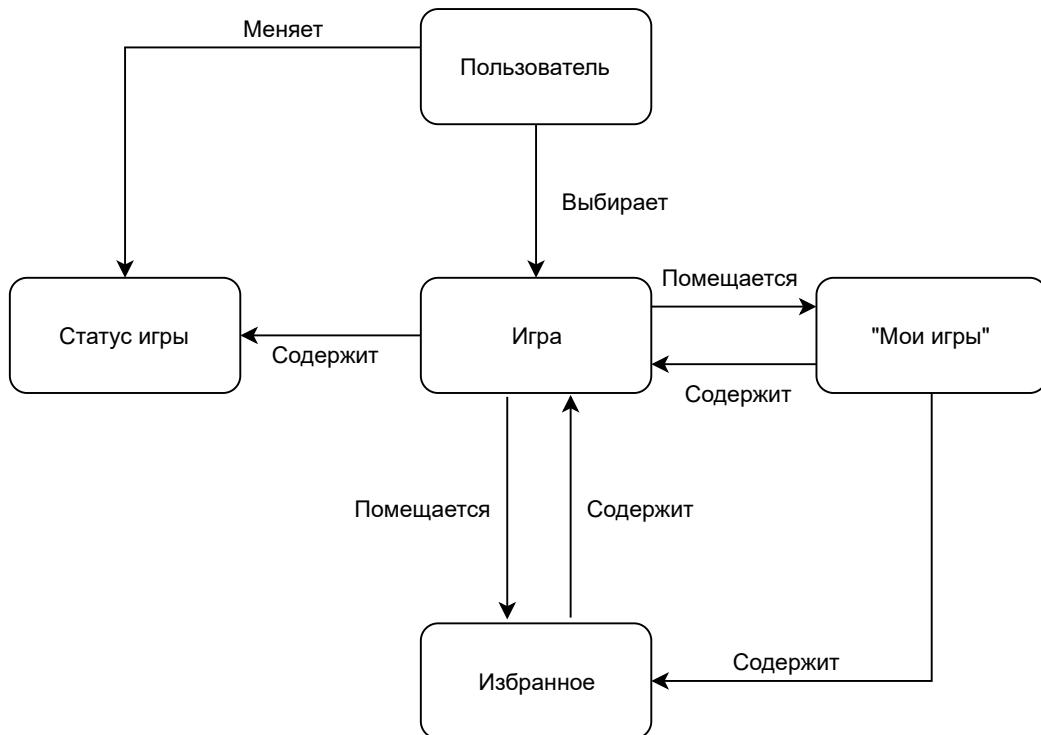


[Сценарий 1 - Регистрация пользователя]

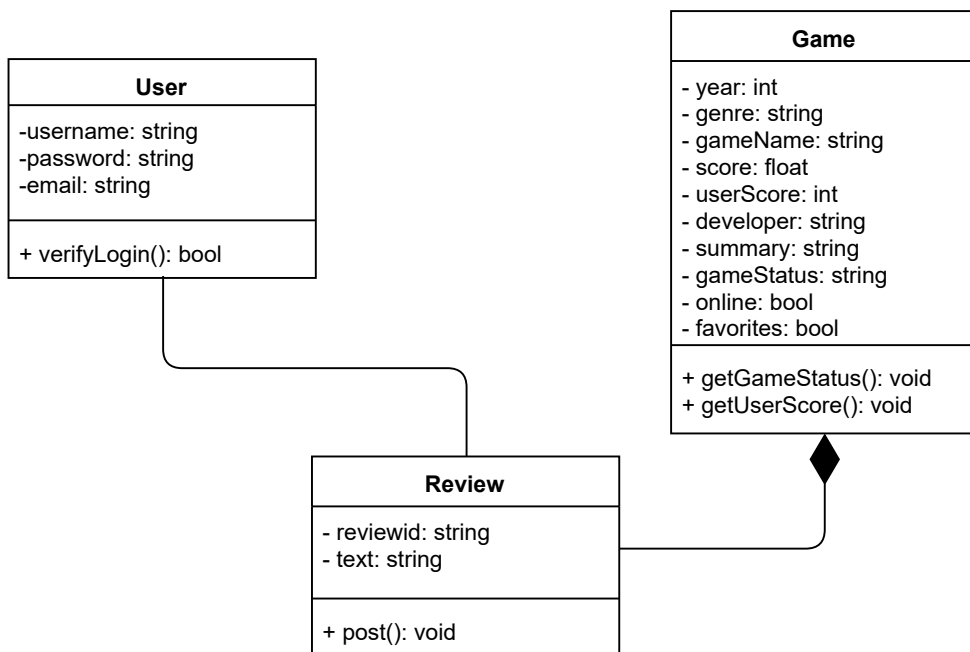
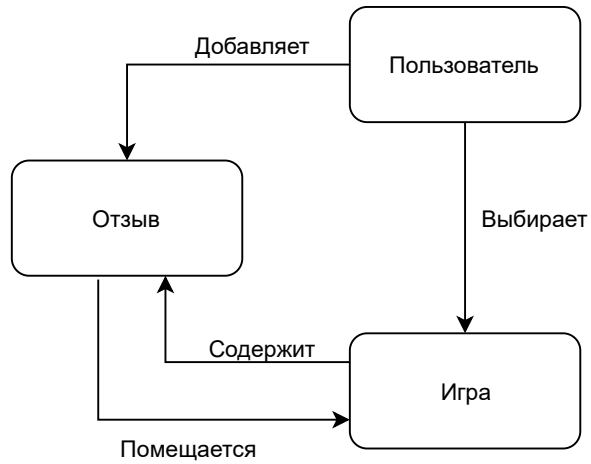


User
-username: string -password: string -email: string
+ verifyLogin(): bool

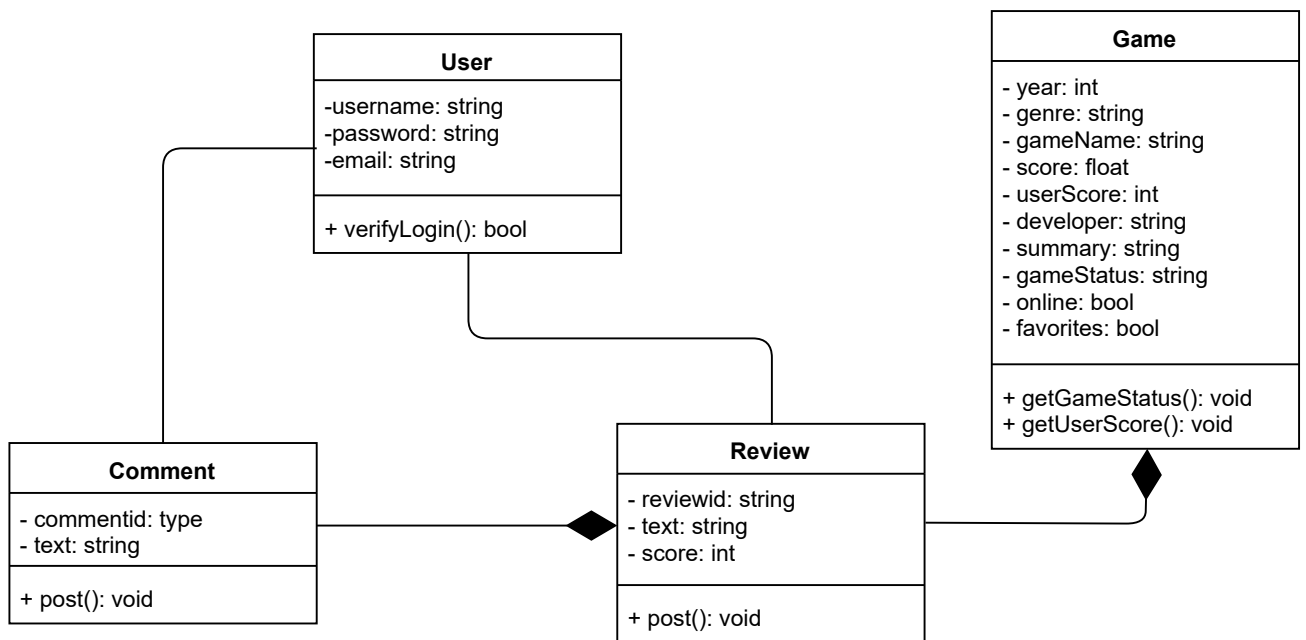
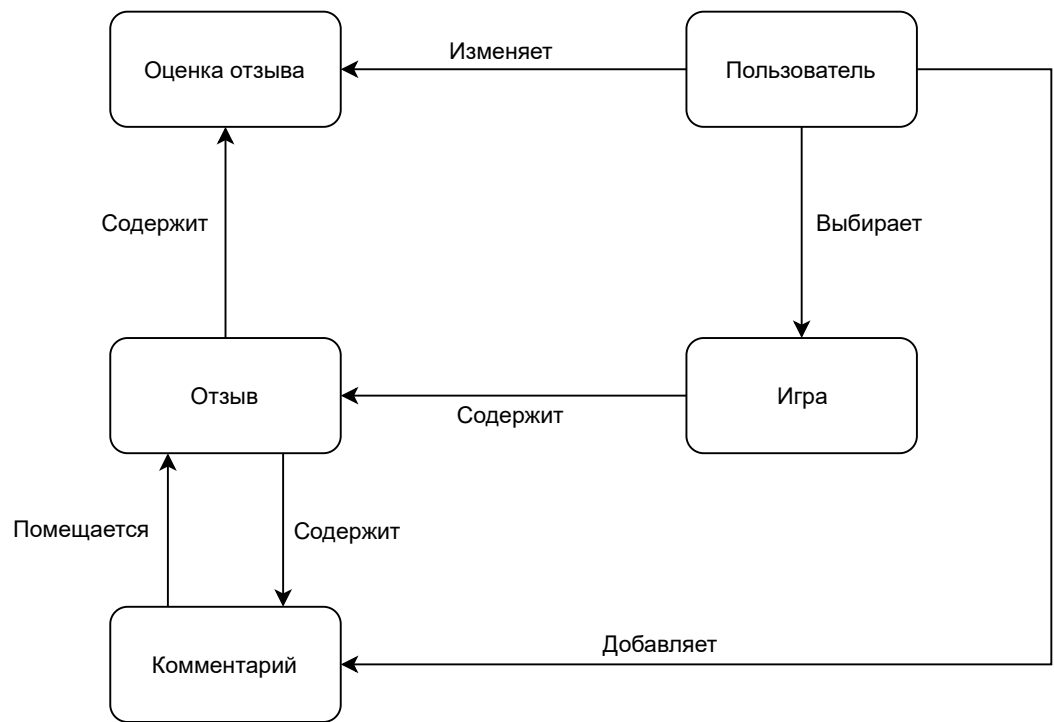
[Сценарий 2 - Добавление игр в "Мои игры"]



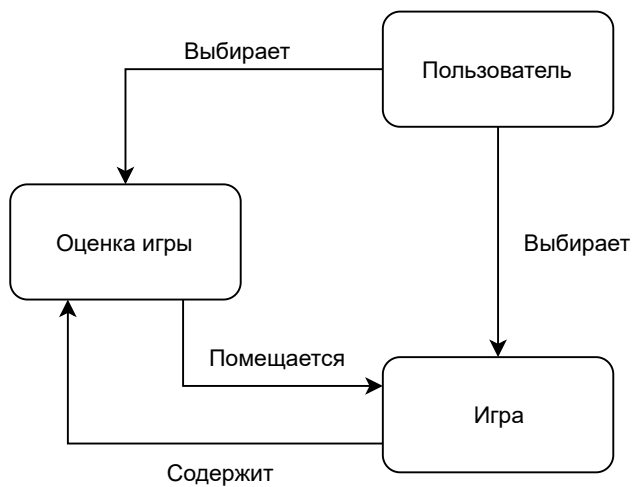
[Сценарий 3 - Добавление отзыва к игре]



[Сценарий 4 -
Оценивание отзывов]



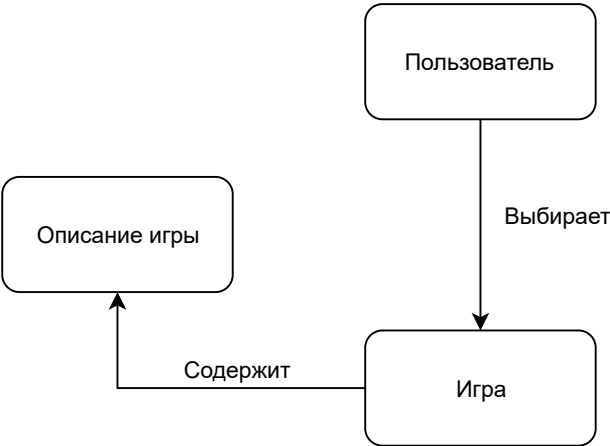
[Сценарий 5 -
Оценивание игры]



User
-username: string -password: string -email: string
+ verifyLogin(): bool

Game
- year: int - genre: string - gameName: string - score: float - userScore: int - developer: string - summary: string - gameStatus: string - online: bool - favorites: bool
+ getGameStatus(): void + getUserScore(): void

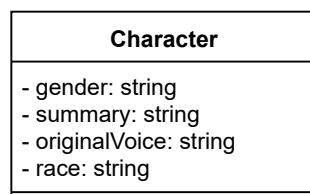
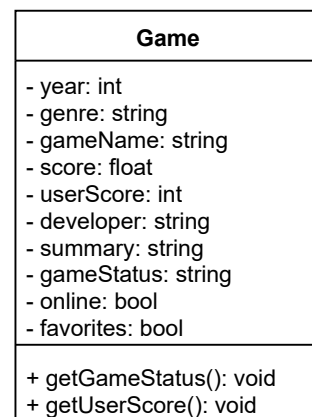
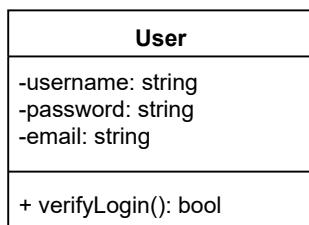
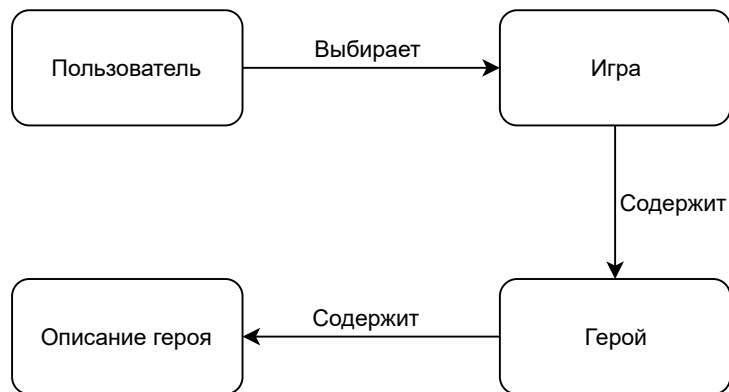
[Сценарий 6 -
Просмотр описания игры]



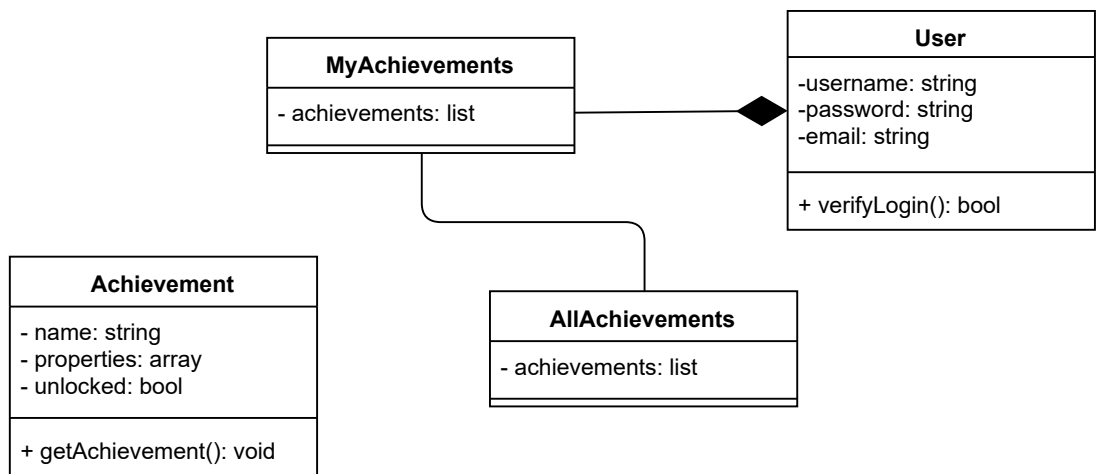
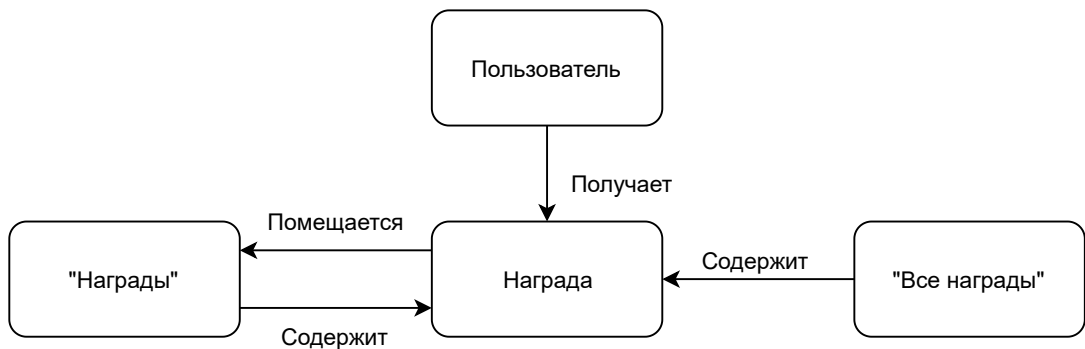
User
-username: string -password: string -email: string
+ verifyLogin(): bool

Game
- year: int - genre: string - gameName: string - score: float - userScore: int - developer: string - summary: string - gameStatus: string - online: bool - favorites: bool
+ getGameStatus(): void + getUserScore(): void

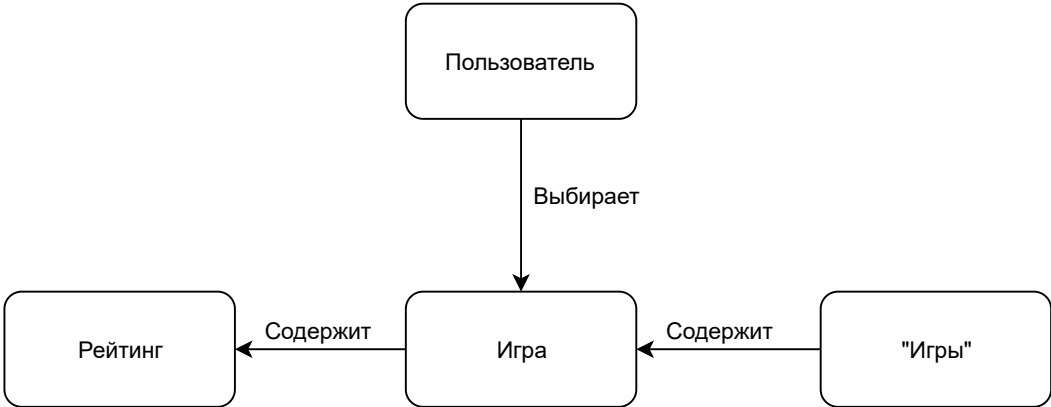
[Сценарий 7 - Просмотр описания основных героев]



[Сценарий 8 -
Просмотр наград]



[Сценарий 9 - Просмотр рейтинга игр]



User
-username: string -password: string -email: string
+ verifyLogin(): bool

Game
- year: int - genre: string - gameName: string - score: float - userScore: int - developer: string - summary: string - gameStatus: string - online: bool - favorites: bool
+ getGameStatus(): string + getUserScore(): void

AllGames
- games: list