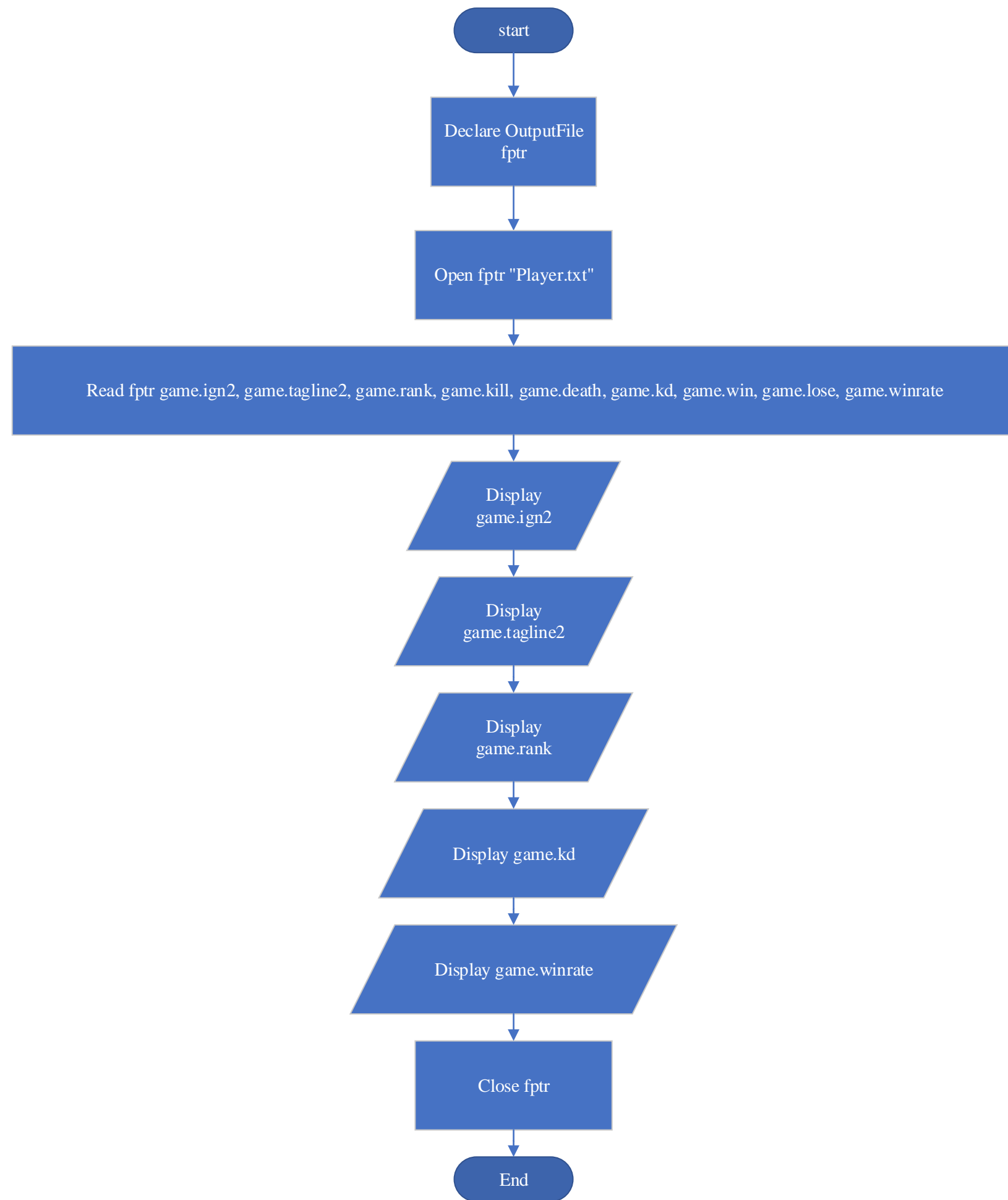
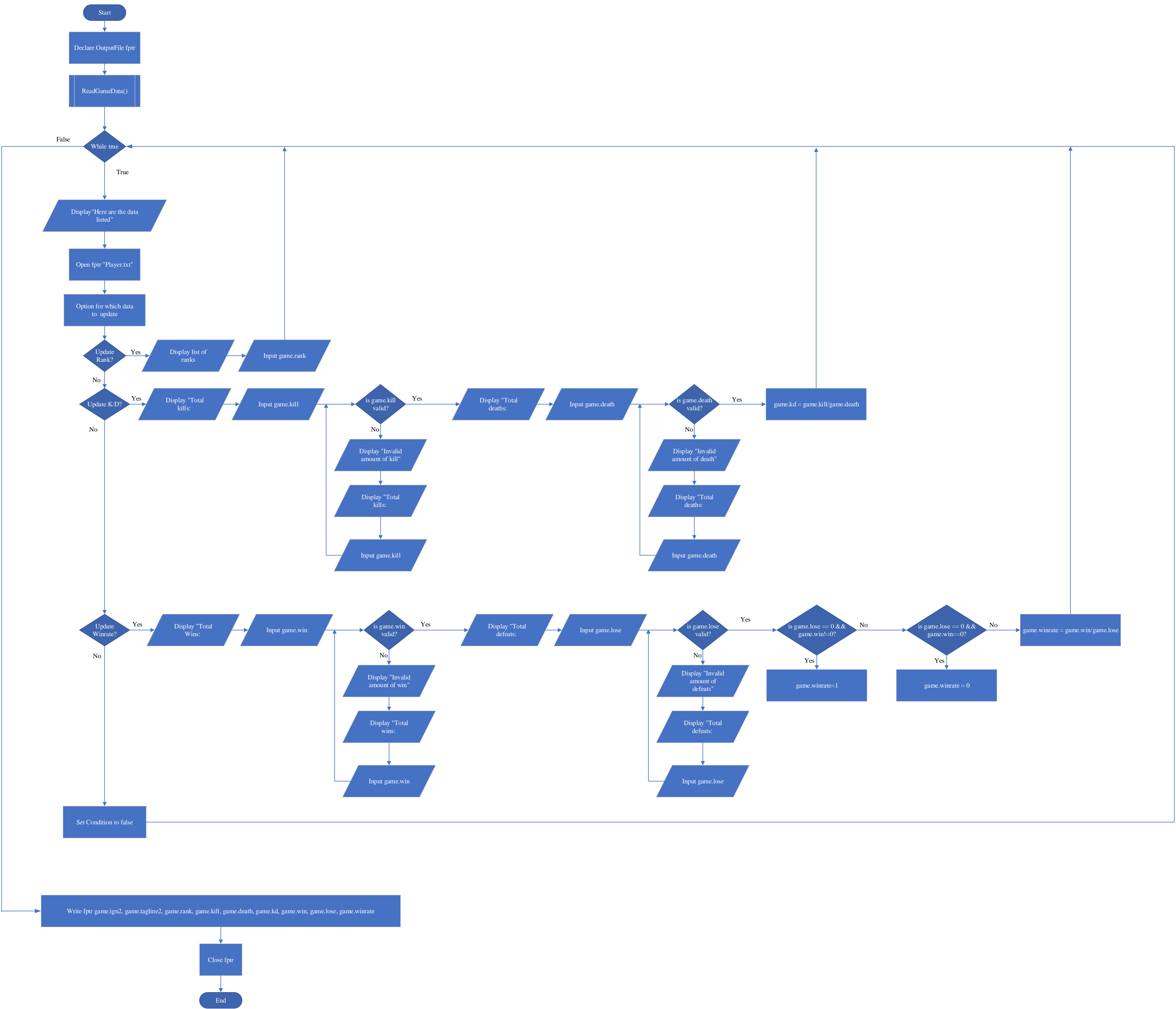
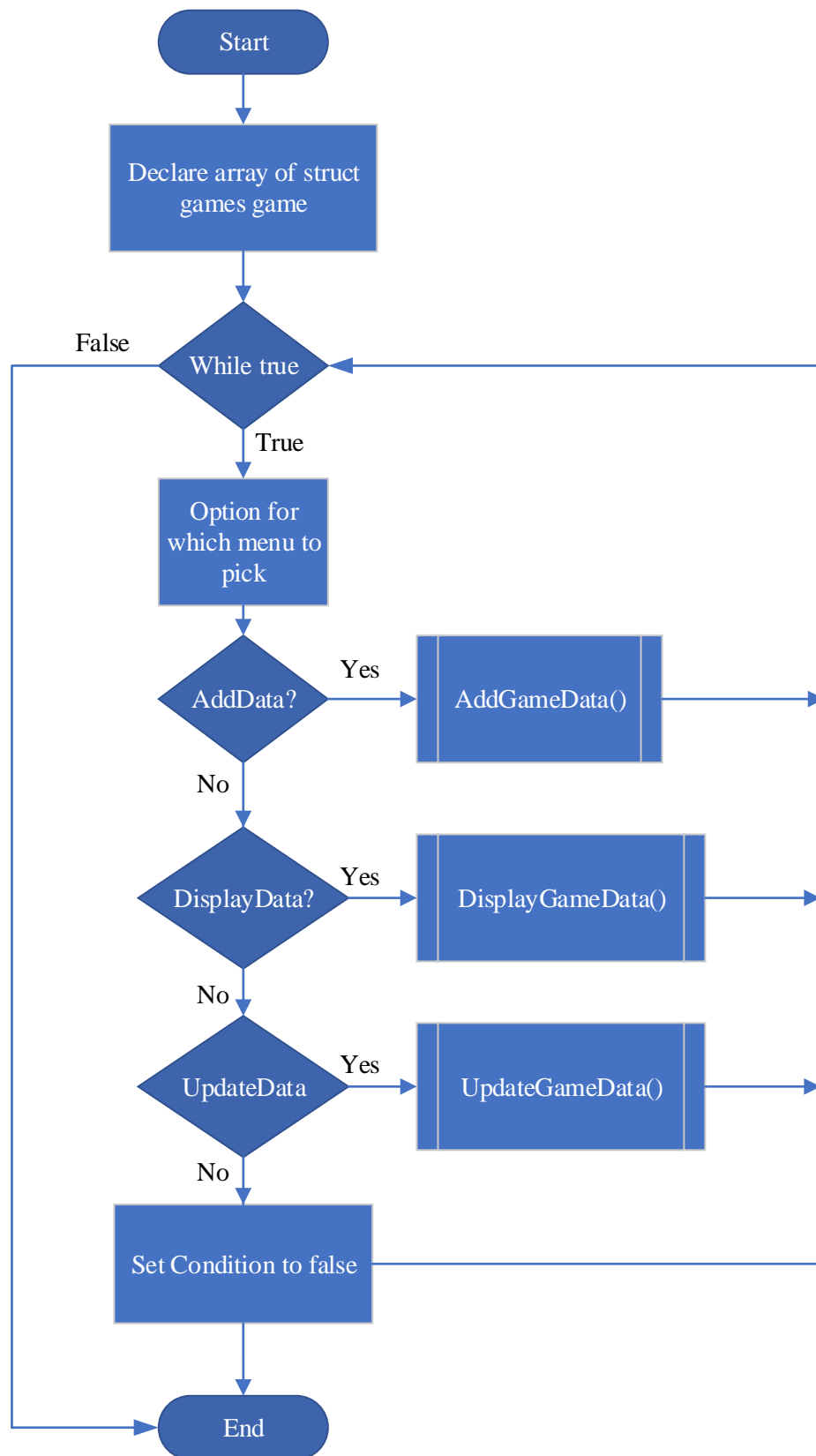


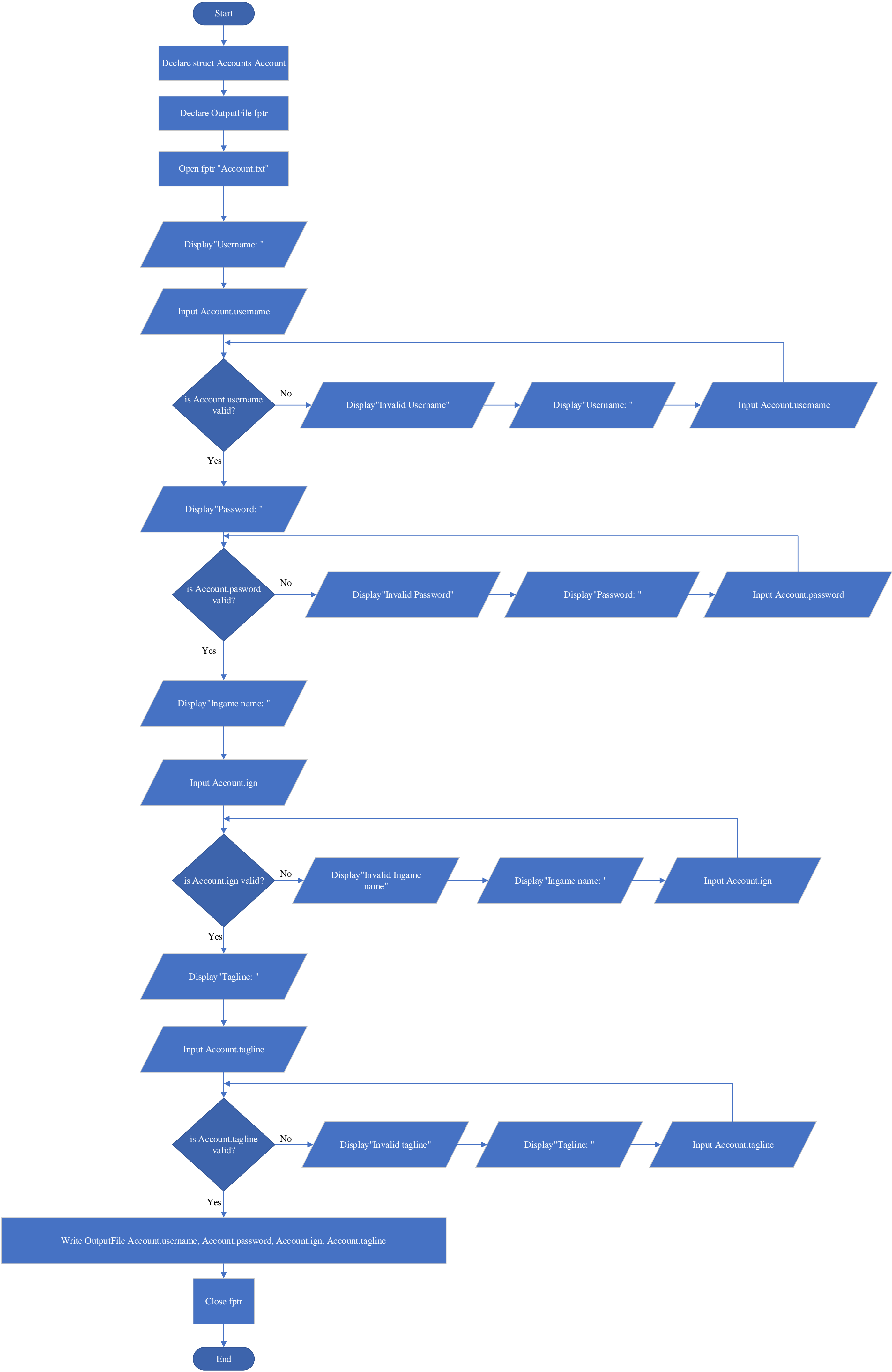
DisplayGameData()



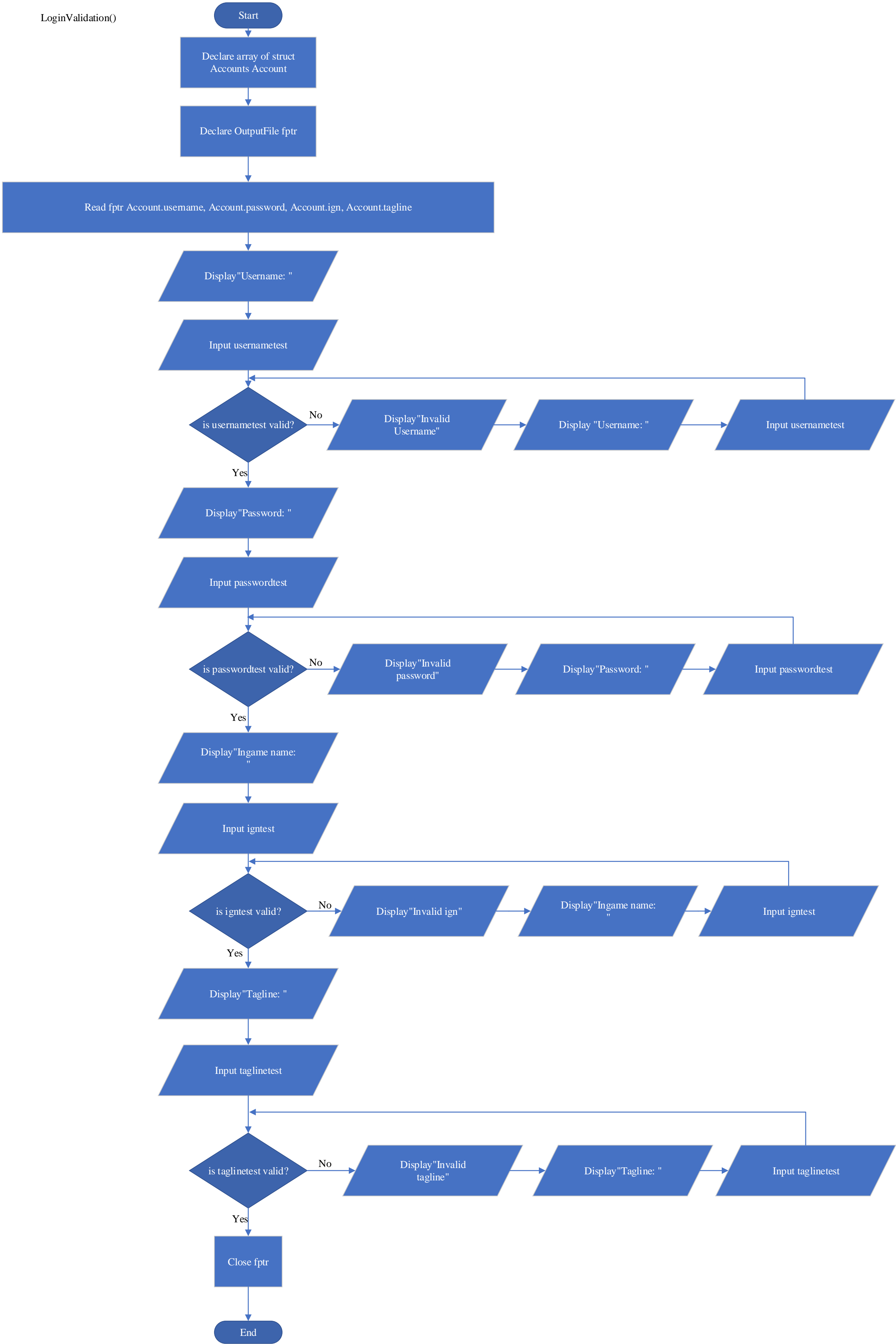


GameDetails()

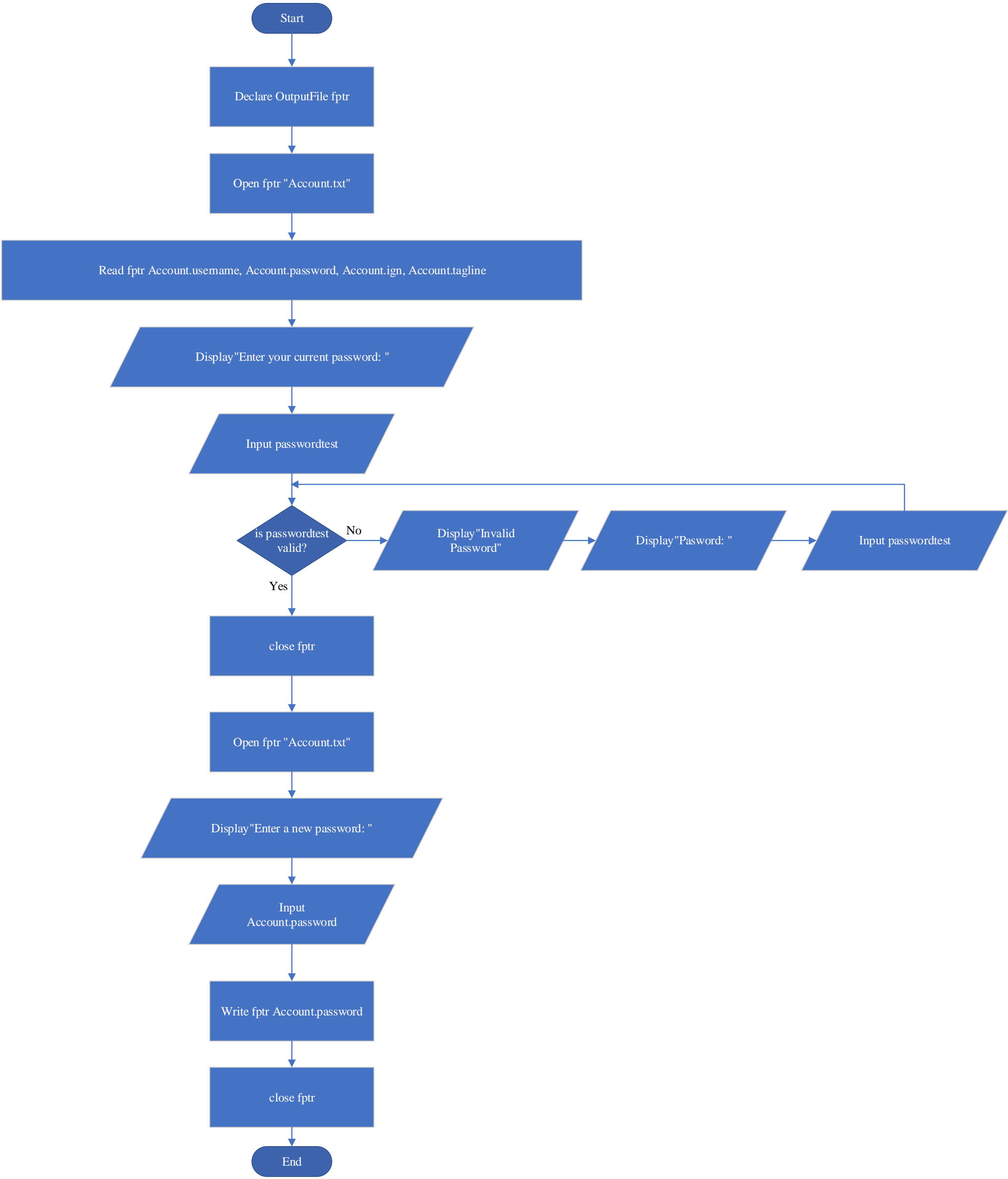


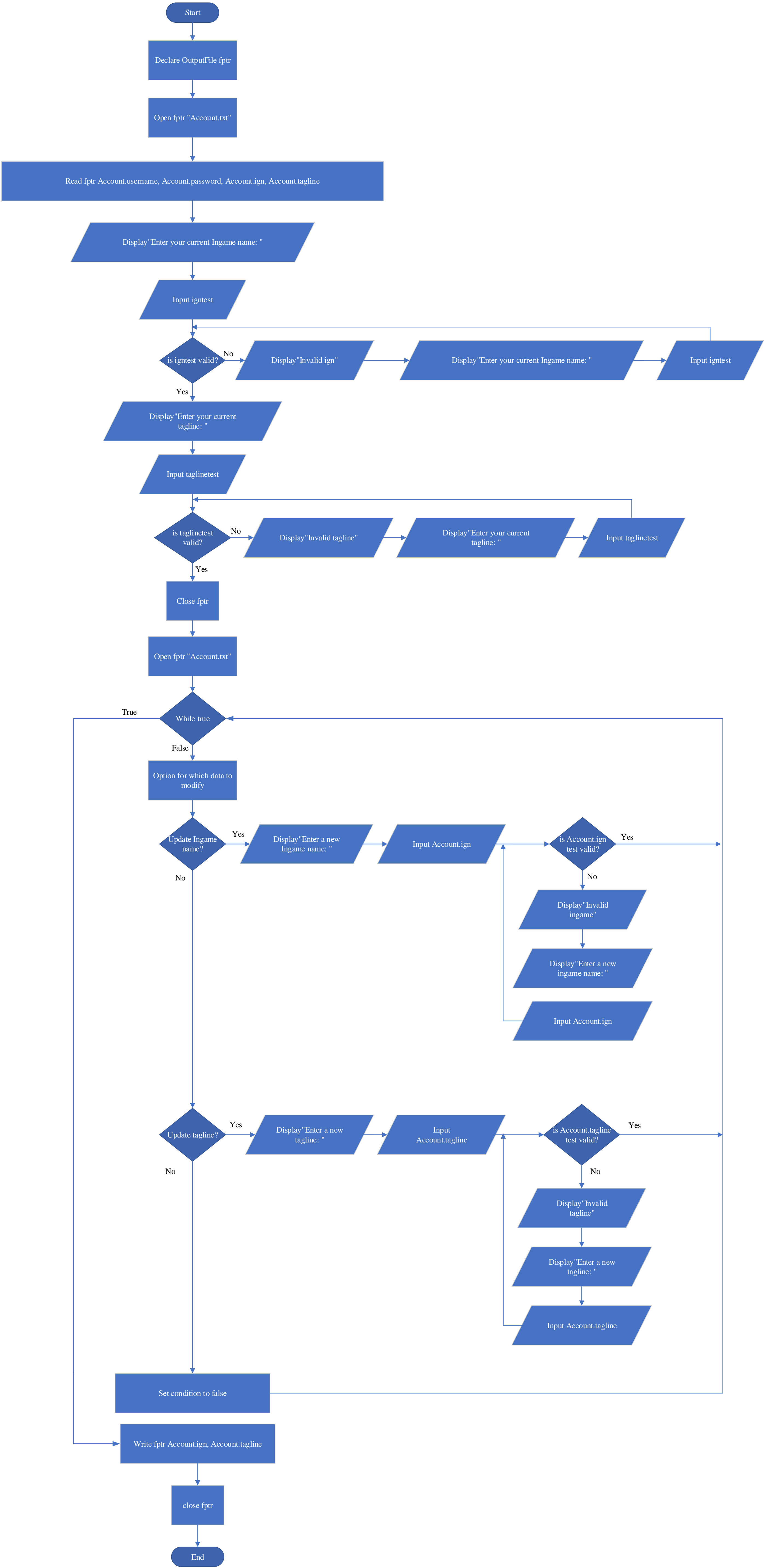


LoginValidation()

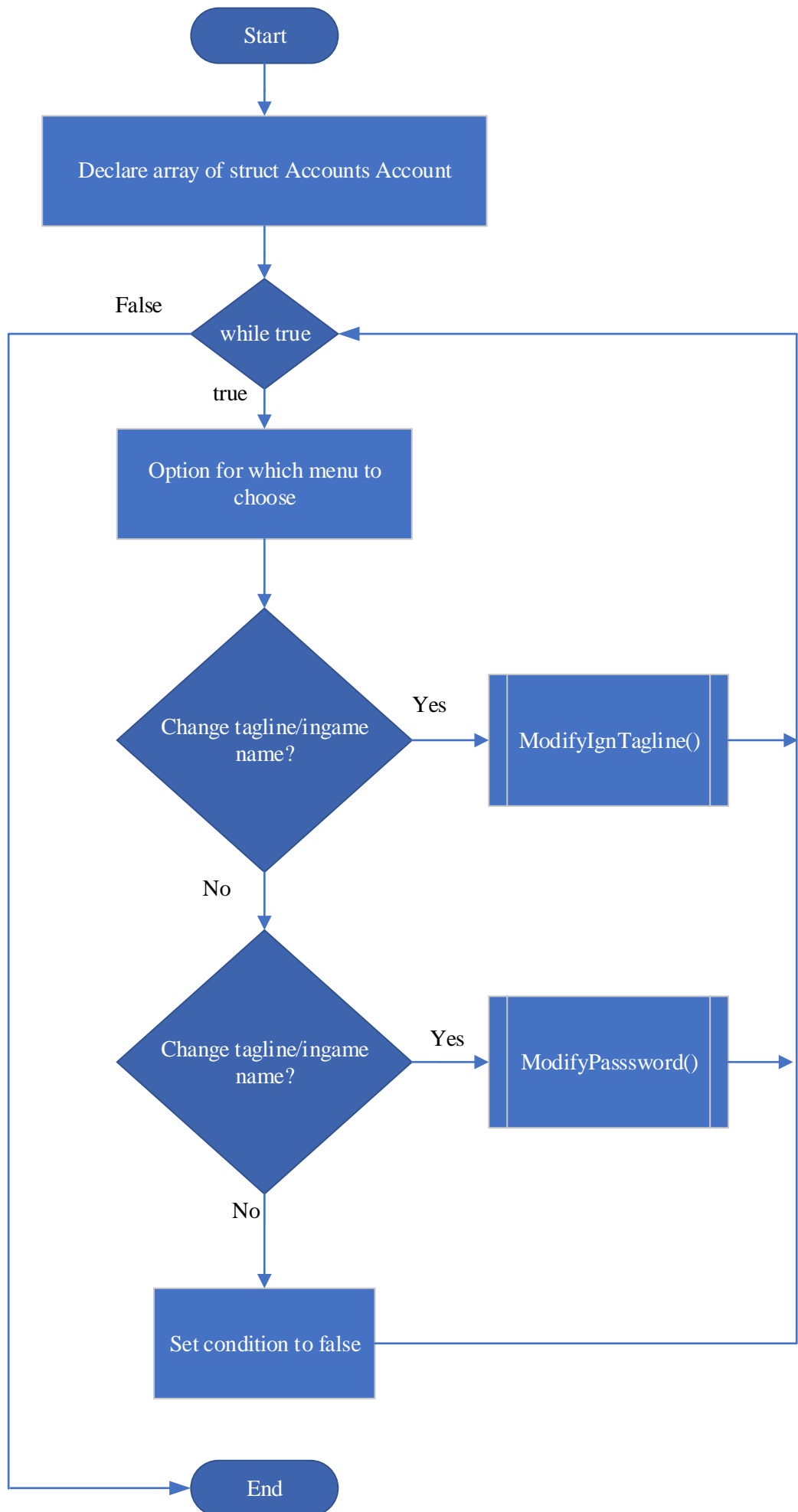


ModifyPassword()

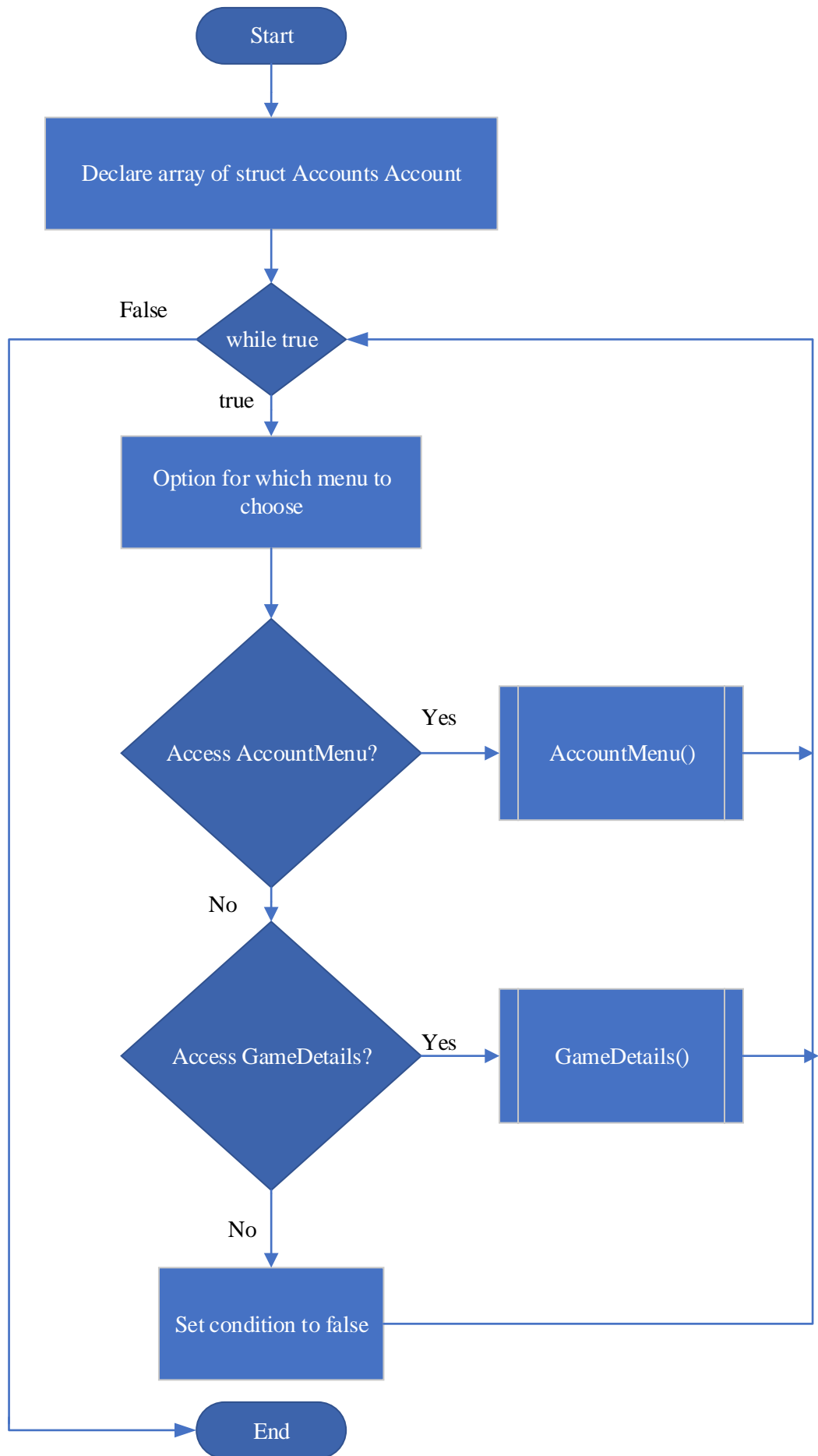




AccountMenu()



MainMenu()



Main()

```
(global variable)
declare struct games{
string ign2
string tagline2
string rank
    float win
    float lose
    float winrate
    float kill
    float death
    float kd
}
```

```
(global variable)
declare struct Accounts{
string username
string password
string ign
string tagline
}
```

```
(global variable)
declare string
username test, ign test, tagline test
```

