ProfileModel

-currentProfile: ProfileModel
-profiles: List<ProfileModel>

-name: String

-avatarPath: String-language: I18NBundle

-levelIndex: int -musicOn: boolean

-settings: SettingsModel

(-achievements: AchievementModel

-statistics: StatisticsModel)

+getCurrentProfile(): ProfileModel

+setCurrentProfile(name: String): beolean

+getNames(): List<String>(

+getProfile(name: String): ProfileModel

+save(name: String)

+delete(name: String)

+ProfileModel()

+getName(): String

+setName(name: String): boolean

+getAvatarPath(): String

+setAvatarPath(avatarPath: String)

+getLanguage(): I18NBundle

+setLanguage(language: I18NBundle)

+getLevelIndex(): int

+setLevelIndex(levelIndex: int)

+isMusicOn(): boolean

+setMusicOn(musicOn: boolean)

+getSettings(): SettingsModel

(+getAchievements(): AchievementModel

+getStatistics(): StatisticsModel)

```
if (profiles == null) {
  //profiles = load List of all profiles from files
}
return List of profile names;
```

saves the ProfileModel with ProfileModel.name==name

deletes ProfileModel with ProfileModel.name==name (from savefiles and list)

```
this.name = "";
...
profiles.add(this);
```

updates ProfileModel- and filename leturns false if name is already taken