**Old Minesweeper Ideas**

**Top 10 Scores**

* Need to write top\_10 scores and glb to the user’s file when signing out??
* Could do this, and only write to current\_user\_file since it will be quicker.
* Then, when we go into statistics, we should write everything in current\_user\_file to the user’s main file, as if they were signing out
* Because of this, perhaps have the transferring of data from current\_user\_file to main file be a different method that can be called when signing out or when viewing statistics

**Signing In**

* Stop a user who is already signed in from signing into their own account???- check if google allows you to sign in when you are already signed in, and record the fact that you checked against google in this manner

**Using temporary current\_user\_files**

* Save all data accumulated during one sign-in session to a temporary file, and then, upon signing out (or going into statistics menu, where a ‘part’ of the sign out function is called, possibly by putting this part of the sign out function as a different method that is called during sign\_out, but can also be called by itself separately), these temporary files are merged with the main files
* This saves having to frequently read from a long file or write a long file- however, given the compression of taking 100 games and replacing them with their average (thus only taking up a single line), as well as changing database handler so that it is rarely reading a long file, but primarily writing data to a file and just storing the data as attributes.