



- + displayAliPeople ()
 + assignCurrentPersonID (isAdmin: boolean)
 + getUserPtrFromID (): string
 + getPlayerPtrFromID (): int
 + getPersonPtrFromID (): string
 + login ():
 + mainMenu ():
 + getCurrentLoggedInID (): const
 + setCurrentLoggedInID (newCurrentLoggedInID :string)