Admin Class:

- **Responsibilities**:
  - Manages game data, including loading and saving from/to a JSON file.
  - Authenticates users based on their roles (admin or scorer).
  - Provides a menu for game configuration and displays game settings.
- **Methods**:
  - __init__(): Initializes the Admin object and loads game data.
  - load_game_data(): Reads game data from a JSON file.
  - save_game_data(data): Saves game data to a JSON file.
  - authenticate_user(role_required): Authenticates users based on their role.
  - show_menu(): Displays the main menu for game selection.
  - display_game_settings(game): Shows settings for a selected game.
  - admin_menu(): Manages the admin's interaction with the game configuration.

BadmintonGame Class:

- **Responsibilities**:
  - Handles the scoring and winning logic for a badminton game.
  - Allows players to score points and determines the winner based on the rules.
- **Methods**:
  - __init__(points_to_win, golden_point): Initializes the game with points to win and golden point values.
  - show_badminton_scoring_options(): Displays scoring options for the game.
  - check_winner(): Checks if there is a winner based on the current score and rules.
  - play(): Runs the badminton game, allowing players to score and determining the winner.

TableTennis Class:

- **Responsibilities**:
  - Manages the scoring and winning logic for a table tennis game.
  - Handles point scoring and determines the winner based on the rules.
- **Methods**:
  - __init__(points_to_win, golden_point): Initializes the game with points to win and golden point values.
  - show_scoring_options(): Displays scoring options for the game.
  - check_winner(): Checks if there is a winner based on the current score and rules.
  - play(): Runs the table tennis game, allowing players to score and determining the winner.

LawnTennis Class:

- **Responsibilities**:
  - Manages the scoring and set-winning logic for a lawn tennis game.
  - Handles point scoring, set wins, and displays the final score.
- **Methods**:
  - __init__(golden_point): Initializes the game with golden point values.
  - print_scores(): Prints the current scores using tennis scoring terminology.
  - check_set_winner(): Checks if there is a winner for the current set based on the scores.
  - play(): Runs the lawn tennis game, allowing players to score and determining the set winners.

Main Function:

- **Responsibilities**:
  - Manages the overall flow of the application.
  - Authenticates the admin and scorer, configures game settings, and starts the selected game.
- **Steps**:
  - Initializes the Admin object and authenticates the admin.
  - Configures the game settings through the Admin object.
  - Authenticates the scorer.
  - Creates the appropriate game instance based on the admin's configuration.
  - Starts the selected game and manages its flow.