Server

+ username: String

+ time: long

+ authenticateUser(String username, String password)

+ startGame()

+ saveProgress()

+updateRanking()

+connBD

+saveRanking()

+getBestTime()

+updateRanking()

Client

+ username: String

+ Password: String

---

createAuthUI()

createGameUI()

closeConnection()

1   Administra   1..*