

- String colour

setters and getters

ChooseGame

+ subtracts/adds points from the Player's total + removes/adds seconds to the Player's time list

+ resets a Player's statistics when they return to the

+ returns a String representation of the Player class

- String multiplier
- String backColour
- + stores all the Player's customizable features along with setters and getters

- EditText userNameInput, passwordInput, previousUserNameInput,
- +Takes user input and calls to create a Player object
- + Calls PlayerDataBase to verify if a user has played the game before if user
- + Determines the startingPosition of the Player object and starts them at the
- + If the user is creating a new Player or finished the game they were on previously, they will be directed to chooseGame

ChooseGame

- TextView newTextView, newTextView2, newTextView3, newTextView4
- +Allows the user to choose which game they would like to play