

store.py

Persist

```
store_profile(username:str, password:str)
load_profile(username:str)
destroy_profile(username:str)
update_username(oldUsername:str, newUsername:str)
update_password(username:str, newPassword:str)
verify_login(username:str, password:str)
store_game_state(game_object:Game, player1_username:str, player2_username:str)
load_game_state(gameID:int)
destroy_game_state(username1:str, username2:str)
add_win(username:str)
add_loss(username:str)
get_games(username:str)
```

project.db

sqlite3 database

