Class: Player
Responsibilities:
- Add new QR codes to account and view added codes
- Remove QR codes from account
- Comment on QR codes
- Browse QR codes owned and that other plates have scanned
- Generate QR codes

Collaboration:

Class: Application
Responsibilities:
- Search for nearby QR codes by using geolocation.
- Display map of geo-locations of nearby QR codes
- View game-wide high scores of all players
- Estimate ranking for the highest scoring unique QR code
- Estimate ranking for the total number of QR codes scanned
- Estimate of my ranking for a total sum of scores of QR codes scanned
- Decide whether or not to record the code of QR code
- Decline recording of geolocation
- Express player needs

Collaboration:

Class: Owner
Responsibilities:
- Store big images online
- Delete QR codes that are bad or malicious
- Delete players

Collaboration:

Class: QR Code
Responsibilities:
- Be scannable code by Zebra crossing libraries or google QR code scanning libraries

Collaboration:

Class: Account
Responsibilities:
- Keep track of unique username and player contact information
- Display highest and lowest scoring QR codes scanned
- Display sum of scores of QR codes scanned
- Display total number of QR codes scanned
- Display other players accounts

Collaboration:

Class: Photo/Image
Responsibilities:
-    Show picture of object (QR code) or the location of the object
Collaboration:

Class: Map
Responsibilities:
-    Contains/Displays near by QR codes and their geo-locations
Collaboration:

Class: High Scores
Responsibilities:
-    Keep track of game-wide high scores of all players
Collaboration:

Class: Device
Responsibilities:
-    Save player login information
-    Login into an account using QR code
-    Scan QR codes and record a photo of the location or object, and the geolocation of the
     location or object
Collaboration: