Documentation for Geometry Dash

Single Responsibility Principle (SRP):  
Character, Skins, and Achievements are responsible for managing individual pieces of data (player data, skins, and achievements). This allows them to be responsible for their own piece.  
GameProgress is responsible for managing level states and progress updates, which also fits the SRP rules.  
Open/Closed Principle (OCP):  
PractiseMode and NormalMode are suitable for extending without changing existing code.  
The Crystal and Percent interfaces allow new implementations to be add without changing existing classes.  
Liskov Substitution Principle (LSP):  
Derived or alternate implementations for Percent and AttemptsScore provide replace ability without breaking functionality. The NormalMode and PractiseMode classes follow this principle.  
Interface Separation Principle (ISP):  
The small Percent, AttemptsScore, and Crystal interfaces prevent the wrong methods from being implemented.  
Dependency Inversion Principle (DIP):  
CurrentGameScore uses abstractions such as NormalMode and PractiseMode to display game scores, avoiding direct dependencies on low-level modules.

