ScoreManager

+ GetAvailableProfiles() : List<Profile>
+ GetProfile(String username) : Profile
+ CreateProfile(String username) : Profile
+ RemoveProfile(Profile player) : void
+ RemoveProfile(String username) : void
+ Save(Profile player) : void
- SendToServer(Profile player) : void

+ SetLevelScore(Profile player, int levelId, int score) : Profile
+ GetLevelScore(Profile player, int levelId) : Profile
+ MarkLevelCompleted(Profile player, int levelId) : Profile
+ MarkLevelCompleted(Profile player, int levelId, int score) : Profile
+ GetTokensCollected(Profile player) : List<int>
+ SetTokensCollected(Profile player, List<int> tokens) : Profile
+ SetTokenCollected(Profile player, int token) : Profile

Profile

+ username : string
+ completedLevels : list<int>
+ tokens : list<int>
- score : int[ ][ ]

+ SetLevelScore(int levelId, int score) : void
+ GetLevelScore(int levelId) : int
+ MarkLevelCompleted(int levelId) : void
+ MarkLevelCompleted(int levelId, int score) : void
+ GetTokensCollected() : List<int>
+ SetTokensCollected(List<int> tokens) : void
+ SetTokenCollected(int token) : void