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 - CreateDB(): void - ExecuteQuery(string sql) : List < string > + 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

```
+ username : string
+ tokens · List < int >
- score : int[ ]
```

- + completedLevels : List < 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

Profile