ScoreManager
- IDbConnection _db : IDbConnection - IDbCommand _dbcommand : IDbCommand - IDataReader _dbreader : IDataReader
+ 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 > - StringToList(string str): List < int > - ListToString(List < int > lst): string - StringToDict(string str): Dictionary < int, int> - DictToString(Dictionary < int, int >): string
+ SetLevelScore(Profile player, int levelld, int score) : Profile + GetLevelScore(Profile player, int levelld) : Profile + MarkLevelCompleted(Profile player, int levelld) : Profile + MarkLevelCompleted(Profile player, int levelld, 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 : Dictionary < int, 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
```