SuperClass		
+ FakeFunc() : void		
ScoreManager : SuperClass		
- IDbConnection _db : IDbConnection - IDbCommand _dbcommand : IDbCommand - IDataReader _dbreader : IDataReader	·>	Profile + username : string
+ GetAvailableProfiles(): List < Profile > + GetProfile(String username): Profile + CreateProfile(String username): Profile + RemoveProfile(Profile player): void + RemoveProfile(String username): void		+ completedLevels : List < int >
+ 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 + FakeFunc () : void		+ 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
+ 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		