

ProfileInfo

- + int ID
- + string Name
- + Avatar Avatar
- + UInt32 Points
- + bool[] OwnedItems
- + int[] LevelProgress
- + int CurrentLevel
- + List< int > CompletedLevels
- + int NumberOfOwnedItems

- + ProfileInfo(string
saveFilePath)
- + byte[] ToBytes()
- + bool LevelsUnlocked
(int level)