|  |
| --- |
| <interface>  User |
|  |
| +accName(): string  +accStatus(): boolean  +schoolCode(): int  +schoolName(): string  +email(): string  +name(): string  +password(): string |

|  |
| --- |
| <interface>  Payment |
|  |
| +payAmt(): double  +pay(): void  +transactionId():int |

|  |
| --- |
| <interface>  Game Control |
|  |
| +score(): int  +gameText(): string  +playGame(): void  +saveGame(): void  +gameMode():void |