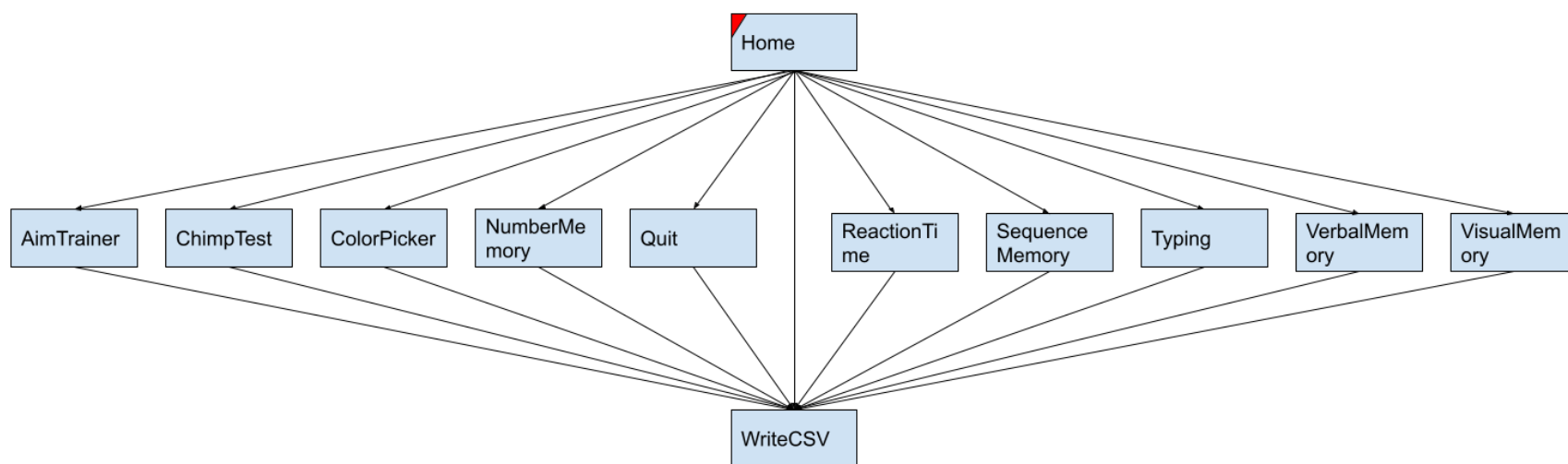


OVERALL DESIGN



DESCRIPTION OF OBJECTS IN OVERALL DESIGN

Home: This class creates the GUI window with everything in it. It puts all of the other classes together to build the final product.

AimTrainer: Builds and runs the Aim Trainer game.

ChimpTest: Builds and runs the Chimp Test game.

ColorPicker: Builds and runs the Color Picker game.

NumberMemory: Builds and runs the NumberMemory game.

ReactionTime: Builds and runs the Reaction Time game.

SequenceMemory: Builds and runs the Sequence Memory game.

Typing: Builds and runs the Typing game.

VerbalMemory: Builds and runs the Verbal Memory game.

VisualMemoryr: Builds and runs the Visual Memory game.

Quit: Closes out of the program after asking if the user would like to save their scores.

WriteCSV: Saves the user's scores and writes them to a csv file.