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The file GSscores.py contains the programs relevant to saving and loading the high scores. The programs are outlined below:

setProScores:

defines my best score for every level

loadHighScores:

loads the saved high scores into a dictionary of high scores stored in the canvas

saveHighScores:

saves the dictionary of the player’s scores into the file GravishiftHighScores.txt

checkScore:

checks if the score of the current level is better than the best saved score, and saves a list of all the player’s high scores