Human Benchmark design document

This project is called Human Benchmark and it is based off of this website with the same name Human Benchmark. The program will ask for a user name and then bring you to a home screen with 9 buttons allowing you to play 9 different mini games. These games are all implemented in Javafx and they test the user in various aspects. After playing each game, the user can save his score to a CSV to view later. Below you can see how the various classes interact with each other.
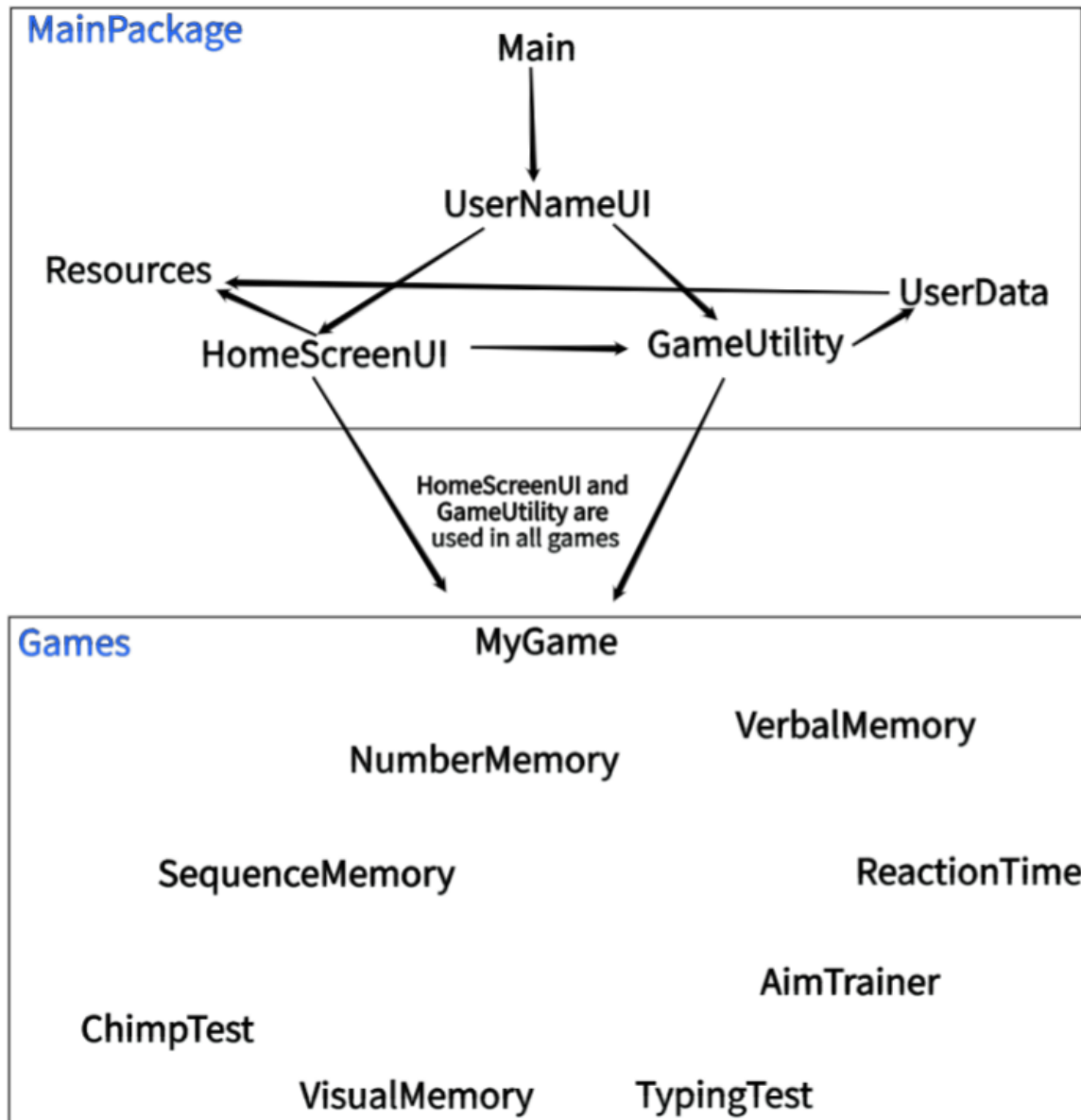
Main - Main essentially just starts the game up by launching UserNameUI.

UserNameUI - allows the user to enter a username which will then be passed to GameUtility and HomeScreenUI. UserNameUI also launches the home screen.

GameUtility - handles updating game scores and writing to the CSV file. All games use GameUtility in some way.

UserData - Stores scores from the games a user plays. Also has a function to aid in printing scores.

HomeScreenUI - HomeScreenUI has 9 buttons for all the various games. It is used as a home screen to launch all the games.

Resources - Contains the CSV file, the dictionary for verbal memory and the various images used in the UI of the home screen and the games.

AimTrainer - Contains code for running the aim trainer game.

ChimpTest - Contains code for running the chimp test game.

MyGame - Contains code for running my game

NumberMemory - Contains code for running the number memory game.

ReactionTime - Contains code for running the reaction time game.

SequenceMemory - Contains code for running the sequence memory game.

TypingTest - Contains code for running the typing test game.

VerbalMemory - Contains code for running the verbal memory.

VisualMemory - Contains code for running the visual memory.