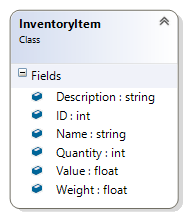
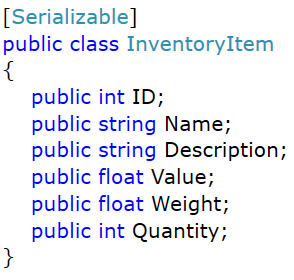
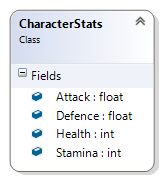
# MOdel

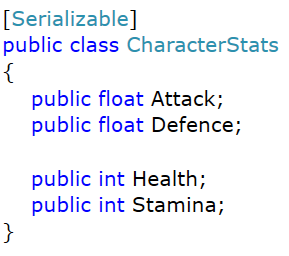
## Inventory Item



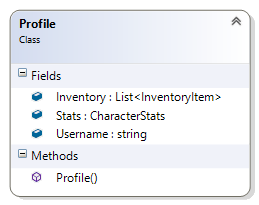


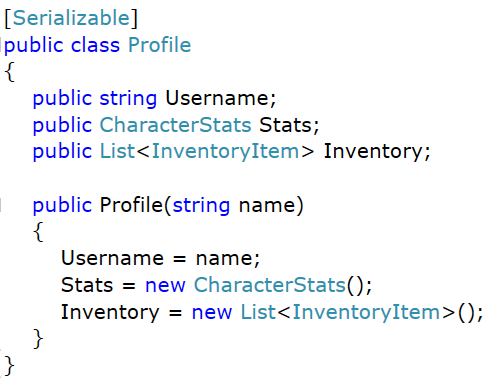
## Character Stats



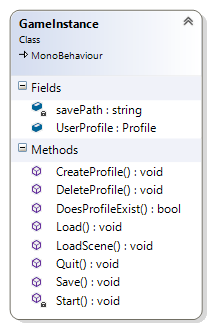


## Profile

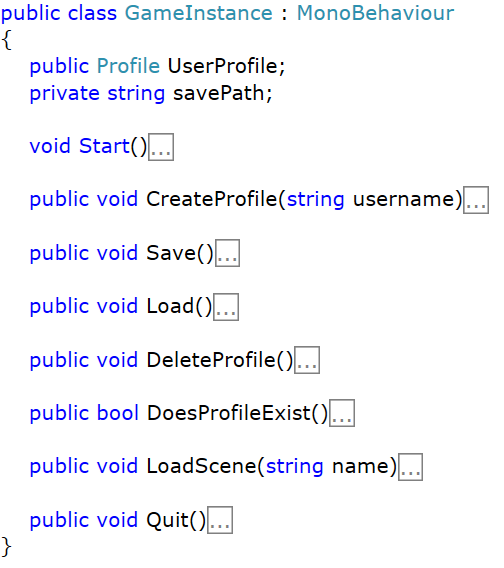




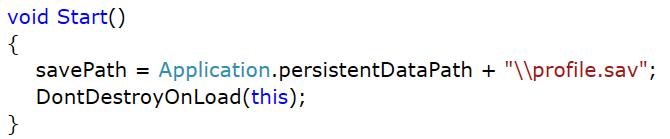
# Game Instance



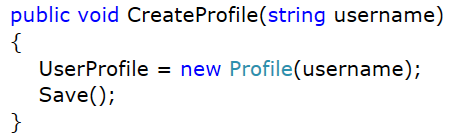
### Game Instance



### Start



### Create PRofile



### Does Profile Exist

* Check if the there is a save file already **savePath** location
* This method should return a bool indicating whether the profile save is there or not

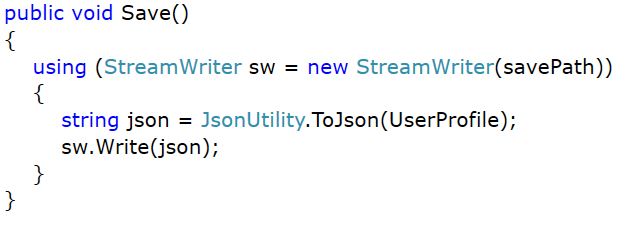
### Delete Profile

* If a profile save exists at **savePath,** then delete the save

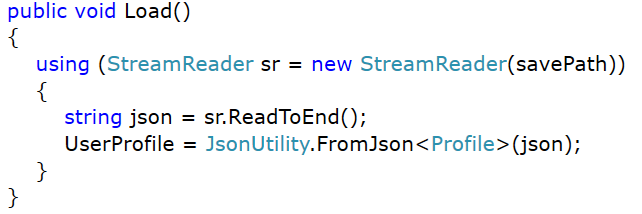
### Quit

* Quit the application

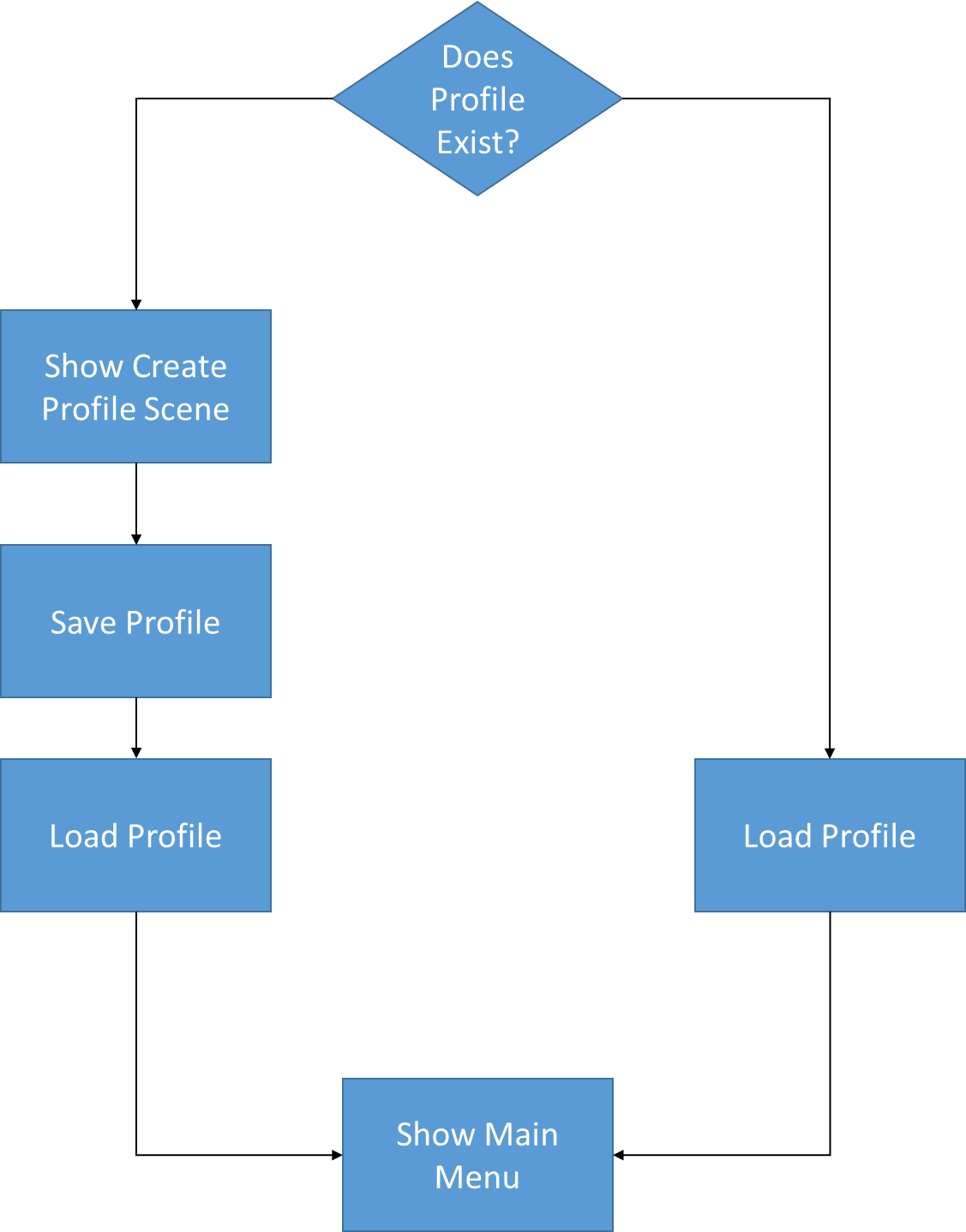
### Save



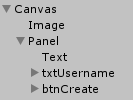
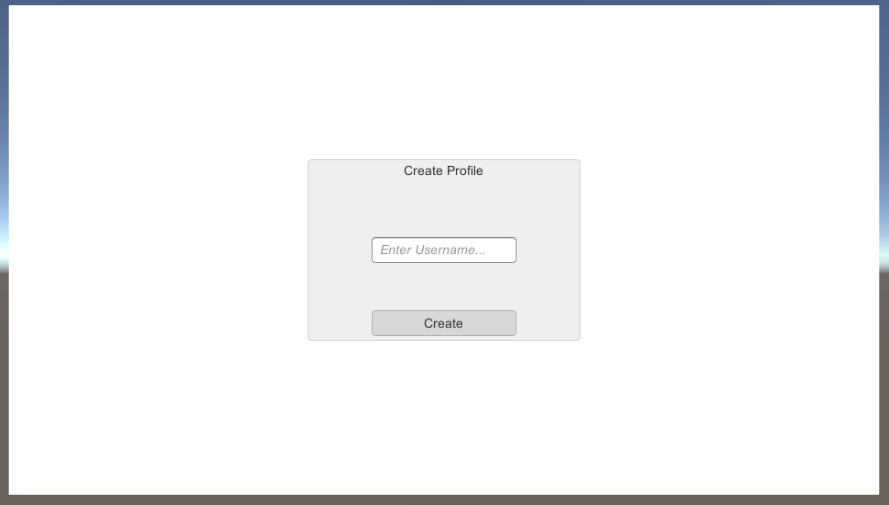
### Load



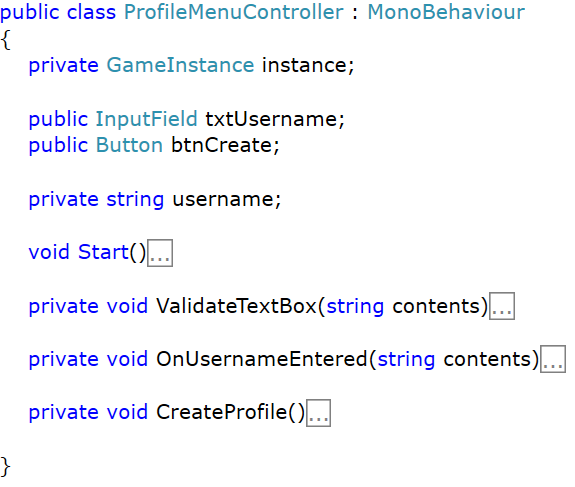
# Scenes and Flow



## Create Profile



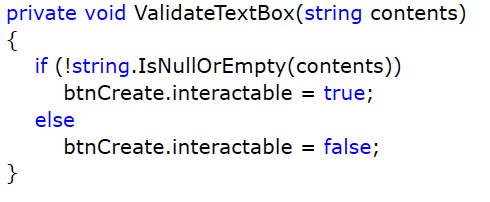
### Profile Menu Controller



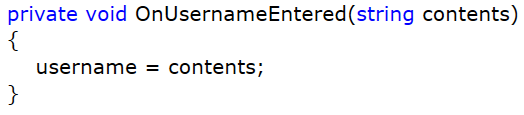
### Start



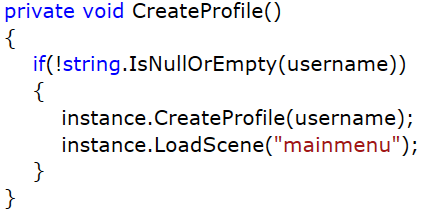
### Validate Entered Text



### Editing Ended



### Create Profile

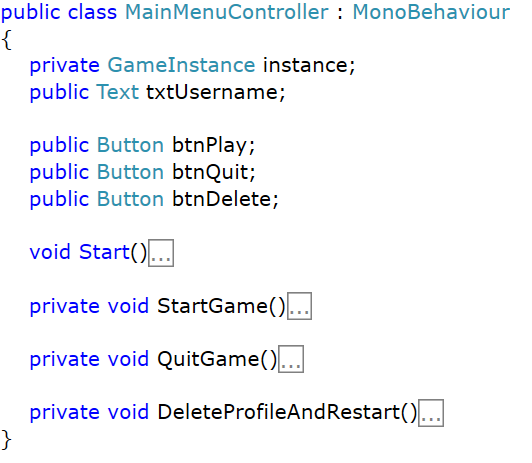


## Main Menu

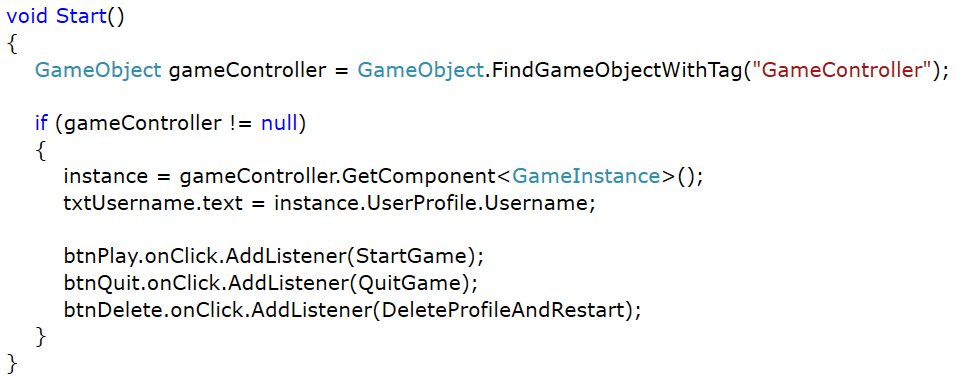




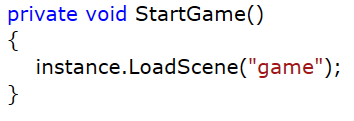
### Main Menu Controller



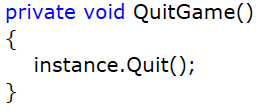
### Start



### Start Game



### Quit Game



### Delete Profile and Restart

