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| **File Reader** |  |
| **Responsibilities** | **Collaborations** |
| Read Line  Get Cell  Get enemy(ies)  Get collectables | Level |

##### Class Description: The file reader will set up the levels to be played. Authors: Kelsey Pyne (976805), Joseff Pugh (975656)

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| **Menu** |  |
| **Responsibilities** | **Collaborations** |
| Load the game  Save the game  Message of the day | Level  API for message of the day  User Profile  Leaderboard |

**Class Description:** Menu is a class that loads and saves the game for players to either resume or start a new game.It is also where we intend the message of the day to appear  
**Authors:** Kelsey Pyne (976805), Joseff Pugh (975656)

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| **User Profile** |  |
| **Responsibilities** | **Collaborations** |
| Store Username and Highest level achieved  Select profile  Create profile | Menu  Leaderboard |

**Class Description:** User profile will store users information such as their usernames and highest level they have achieved. By storing the information, players would be able to select their existing profile.   
**Authors:** Kelsey Pyne (976805), Joseff Pugh (975656)

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| **Leaderboard** | |
| **Responsibilities** | **Collaborations** |
| Completion time  Display and update leaderboard  User | Menu  User Profile |

**Class Description:** Leaderboard will display the users completion time and continue to update as the game goes on.  
**Authors:** Kelsey Pyne (976805), Joseff Pugh (975656)