



Users

Lesson

SongList

Song

AudioPlayer

StreakSystem

Achievement

DataWriter

startLesson()

getSong(lessonID)

return Song instance

loadAudio()

startplayback

completeLesson()

increaseStreak(user)

updateStreakCount()

unlockAchievement(user)

displayAchivement()

saveProgress(user, lessonID, progressData)

saveUserData(user)

X

X

X

X

X

X

X