UML Sequence Diagram

Actor → UI: click on button "Leaderboard"

UI → AccountManager: getTop(10)

AccountManager --> UI: 10 players with most wins

UI --> Actor: change game screen to ScoreScreen

Account (for each)

UI → Account: getName()

Account --> UI: name of account

UI → Account: getWinCount()

Account --> UI: number of wins

UI → Account: getLossCount()

Account --> UI: number of losses

UI --> Actor: show list of top 10 accounts

Note (near ScoreScreen): At any point in screen ScoreScreen, the player may click the "Main menu" button to return to the main menu.

Note (top right): The AccountManager is also modified when a new account is created (adds the account to the manager), and the win-count/loss-count of accounts are updated after a game has been finished using an account. The account names and scores are persistent between sessions.

There is, as of yet, no way to delete accounts (aside from modifying the account data file directly, which is currently just a locally saved text file).