**Problem definition:**

You are a professional soccer player. Your team has 3 training periods a day. Each period, you get to choose which group you want to practice with, and what stat you want to train (because you're just that much of a superstar). At the end of the day, your highest score for each statistic(shooting, skills, tackling) is saved to a file and printed out. You can train as many days as you want, and there are also separate files that compare each individual statistic's daily highest and sorts them, and are updated as you train everyday.

**Requirements:**

The system will:

-allow user to add a training session with a specific position group 3 times, which creates one object that contains three stats every 3 times. you can choose which stat you practice each of the three times, and for how many minutes

-what position group you train with affects the efficiency and score of the stat being trained

- there will be a text file that contains all the training sessions statistics, and also 3 ranking text files that show which training session had the highest points achieved from training for each stat (shooting, skills, tackling)

**Design:**

**GameOptions class**

**Statistics class**

**Player class**

**Forward Class (derived from player class), Defender Class (derived from player class), Midfielder Class (derived from player class)**

**Practice Class**

**Shooting Practice Class (derived from Practice Class), Skill Practice Class (derived from Practice Class), Tackle Practice Class (derived from Practice Class).**

**Each class has many variables and functions, which are all posted in my updated UML diagram below.**

