### GameManager

<<static>> userManager: UserManager levelManager: LevelManager statisticsManager: StatisticsManager

# User Package

#### UserManager

- (userList: Arraylist<User>)- loggedInUser: User
- + logInUser(): Void + signUpUser(): Void + logOutUser(): Void + getCurrentUser(): User

#### User

- id: String
  username: String
  email: String
  userStatistics: UserStatistics
  firebaseUser: FirebaseUser
- + getId(): String + getUserName(): String + getEmail(): String + getUserStatistics(): UserStatistics + getFirebaseUser(): FirebaseUser [...]

### ScoreboardUser

+ displayName: String + userStatistics: UserStatistics

## AuthActivity

- currentLevel: Level
- + getCurrentLevel(): Level

# Statistics Package

### StatisticsManager

+ retrieveCurrentUserStatistics(): UserStatistics
+ storeCurrentUserStatistics(): Void
+ getScoreboard(): HashMap<String, UserStatistics>

#### UserStatistics

+ getNormalizedTotalScore(): int + getNormalizedScoreForLevel(level: Level): int

## <<Interface>> LevelStatistics

+ getNormalizedScore(): int + getLevel(): Level

## Level Package

LevelManager

- currentLevel: Level

+ getCurrentLevel(): Level

<<Enum>> Level

level{1,2,3}: int