

- 1.) For games and athletes both will be stored in separate arraylist which can be called when the user want to see it. User prediction will be stored as object to stores chosen athletes ID which can be change each time new game run.
- 2.) There are only two classes for adding new athletes and officials, AthletesInit and RefereesInit. The program only take whatever input in those two class, as such the user can only enter either athletes or officials.
- 3.) After using compete to calculate the time, the athletes detail along with their time will be saved in an arraylist. Then by sorting the time from lowest to highest, respective scores will be rewarded to athletes which match the details of the top three with lowest time to complete the game.
- 4.) By matching the chosen user ID with the winner from game. If they match user predict correctly, if not then user predict incorrectly.

