Main: The main class of this project sets the window and brings all the classes together to build the project and run it. It also gets the username of the player and confirms they are ready to get started.

Controller: This class gets the username and saves the scores of the players, if they choose so, to put them into the CSV file. It is imported into almost every class.

User: This helps the controller class get the details of each games’ scores. It is imported into the Controller class.

HomeScreen: This sets up the screen where you pick which game to play.

KeyValue: This sets the key values.

AimTrainerGame: Sets up the Aim Trainer Game.

ChimpTestGame: Sets up the Chimp Test Game.

Number Game: Sets up the Number Game.

NumberMemoryGame: Sets up the Number Memory Game.

ReactionTimerGame: Sets up the Reaction Timer Game.

SequenceMemoryGame: Sets up the Memory Game.

TypingGame: Sets up the Typing Game

VerbalMemoryGame: Sets up the Verbal Memory Game.

VisualMemoryGame: Sets up the Visual Memory Game.

VisualMemoryGame

VerbalMemoryGame

TypingGame

SequenceMemoryGame

ReactionTimerGame

NumberMemoryGame

NumberGame

ChimpTestGame

AimTrainerGame

HomeScreen

User

Controller

KeyValue

Main