Mini Project: Arrays

- Objects to store
- High score class
- Insertion
- Removal

Game Entry High Score

In this project:

- I will create a **GameEntry** class, with variables name and score.
    - That is, the name of the gamer and their score.
- A class Gamer contains the following:
    - It contains an array of **GameEntry** containing 10 elements (Top 10 high scores)
    - A method **addScore**() is used to add a new score if it falls under the top 10 scores.
        - This method adds a new element into the array **GameEntry**.
    - A method **removeScore**() removes a score from the top 10.