int id; # string name; # string description; # Bitmap image; #Status status; + ID{get;set;} + Name{get;set;} + Description{get;set;} + Image{get;set;} + Status{get;set;}

MyProfile

-List<Game>ownedGames

- +MyProfile(int id, string name, string description, Bitmap image)
 +LoadProfile():void
 +ChangeProfile(string name, string
- description, Bitmap image):void +ChangeProfile(string name, string
- +ChangeProfile(string name, string description):void
- +ChangeProfile(string name, Bitmap image):void
- +ChangeProfile(string name):void

Store

+Store() +LoadStore():void +SearchGame():Game +BuyGame():void

Game

- -string name-string desc-double price
- +Name {get;set;}
- +Description{get;set;}
 - +Price{get;set;}
- +Game(string name, string desc, double price)

Profile

+Profile(int id, string name, string description, Bitmap image)
+AddFriend():void
+RemoveFriend():void
+ChangeNickname():void

Settings

- Panel default_panel- Form1 parent

+ Parent{set;} +ChangeDefaultPanel(Panel panel):void +LoadDefaultPanel():void

FriendList

-List<Profile> friends;

+FriendList()
+LoadFriends():Profile[]
+SearchFriend(string name):Profile
+FilterFriends(Status status):Profile[]

Status

ONLINE AWAY DO_NOT_DISTURB OFFLINE