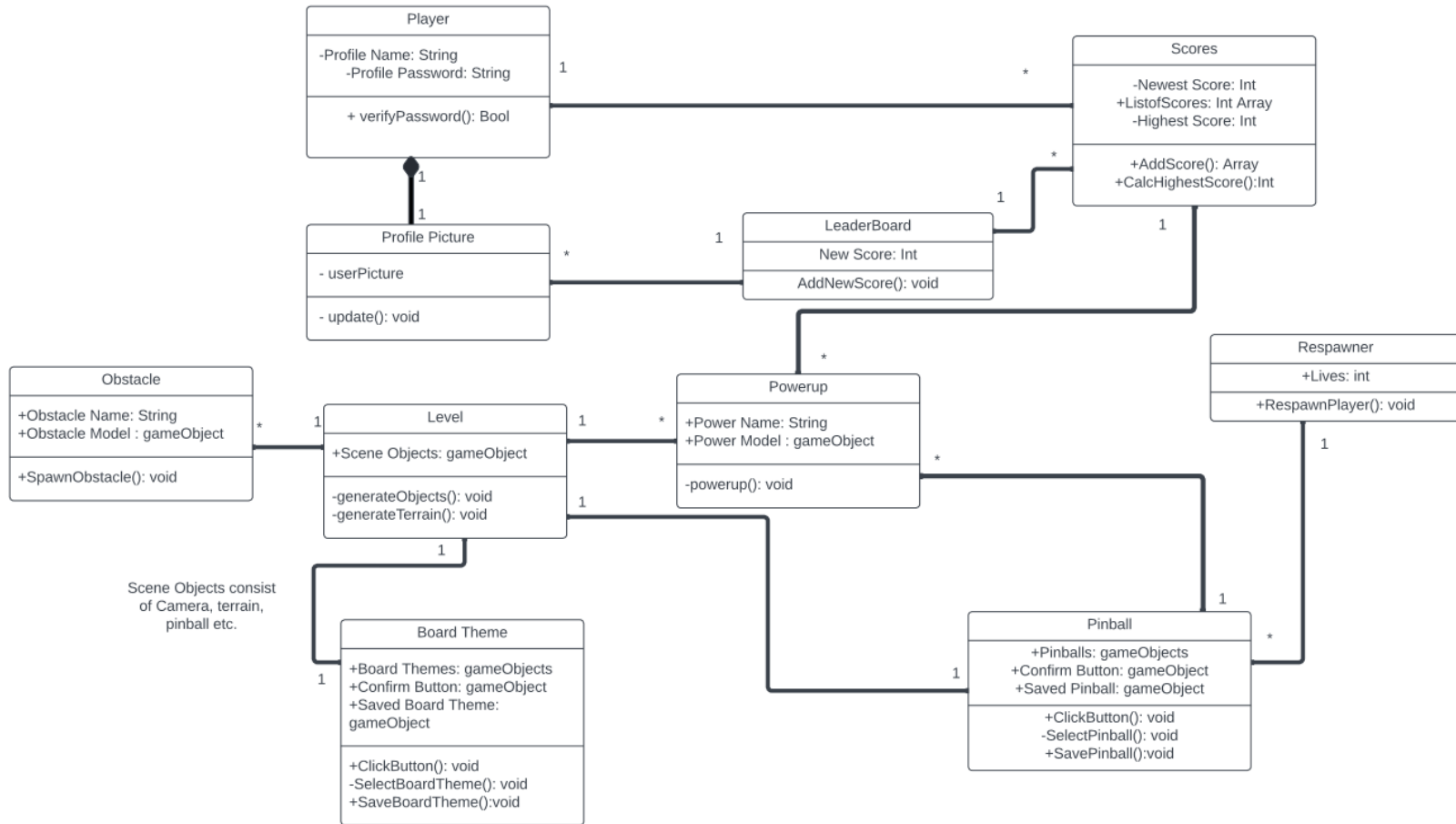# Domain Model



In this Domain Model, we show the relationships between many models. The Domain Model as a whole represents the login process and the process to starting a level for the player. This can be seen through our player model, all the way to the level model. The player model composes the profile picture model. Here you can see you need one of each for them. The player then connects to the scores, which there can be multiple of. The scores then connect to the Leaderboard, where there is only one leaderboard but multiple scores. The Leaderboard also requires all the profile pictures of players that have uploaded their scores. Here the score is connected to the powerup through the increase of score powerups give. There is only one score and any number of power ups. The power ups connect multiple models. These are the pinball and the level, which are both only one of each, but any number of powerups. There is also the respawner which connects to the pinball. There is one respawner for any number of pinballs used. Then, the level connects to the Pinball domain obstacle

domain, and the board theme domain, of which there is always only one level. There can be only one pinball and board theme, but any number of obstacles.