|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Game** | **SaveFile** | **SaveFileManager** | **95Chatroom** | **GameManager** |
| characters: String array  progress: int array  episode: int | file: int array | File\_list: file array | playerName: String | log: String treeset  Game\_list: Game array |
| playGame()  readProgress()  getEpisode()  resetGame()  chooseOption()  getCharacter() | readFile()  updateFile() | addFile()  removeFile() |  | addNewGame()  removeGame()  getGame()  logUpdate()  getLog()  getGame()  loadGame() |
| /Super class for 95 chatroom. Handles game algorithm. | /deals with updating files in the game/ | /manages files currently saved on account/ | /sub-class of Game for future games that may require different designs/ | /Used by UserAdmin to add, remove, update games/ |

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| --- | --- | --- | --- | --- | --- | --- |
| **User** | **Registration** | **RegistationAdmin** | **RegistationPlayer** | **Login** | **UserAdmin** | **UserPlayer** |
| user\_name: String  password: String | user\_name: String  password: String  isInSystem: boolean | admin\_id: int | player\_name: String | user\_name: String  password: String  isPlayer: boolean  isAdmin: boolean | admin\_id: int | user\_player\_name: String  user\_file: GameFile  hasFile: boolean |
| getName()  getPassword() | getUName()  getPassword()  setUName()  setPassword  verifyCredAvailability() | getID()  setID() | getPName()  setPName() | getUName()  getPassword()  isPlayer()  isAdmin() | getID() | getUserFile()  hasFile() |
| /Superclass for UserAdmin and User Player/ | /Superclass for RegistrationAdmin and RegistationPlayer/ | /admin class comes with a defined ID to be used to log info in GameManager/ | /player class that includes the name the player will used for the games/ |  | /ID used to check who updated what game/ |  |