Game

{

 Public Game()

 {

 }

Public Player makePlayer()

{

}

 Public void logoutPlayer()

 {

 }

 Public void manageAccount()

{

}

Public void

}

DatabaseConnection

{

 Public DataBaseConnection()

{

}

 Public createPlayer()

 {

 }

 Public void deletePlayer()

 {

 }

Public void loginPlayer()

{

}

}

Player

{

 Public Player()

{

}

}

Mode

{

 Public Mode()

{

}

}

CPU

{

 Public CPU()

 {

 }

}

Cars

{

 Public Cars()

 {

 }

}

Level

{

 Public Level()

 {

 }

}

Obstacles

{

 Public Obstacles()

 {

 }

}

Powerups

{

 Public Powerups()

 {

 }

}