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()

{

}

}