JUMPER DESIGN

Class Director

Attributes:

· \_jumper (Jumper)

· \_is\_playing (boolean)

· \_puzzle (Puzzle):

· \_terminal\_service (Terminal\_service)

Methods:

· Start\_game()

· \_Game\_loop()

Class Terminal\_service

Methods:

· Print\_parachute()

· Print\_puzzle()

· Validate\_answer()

· Write\_text()

· Read\_text()

Class Player

Attributes:

· \_Lives (int)

Methods:

· lose\_life()

· get\_lives()

Class Puzzle

Attributes:

· \_Words\_list (list)

· \_Word (string)

· \_Puzzle (list)

Methods:

Choose\_word()

Verify()

Get\_puzzle()

Get\_word()