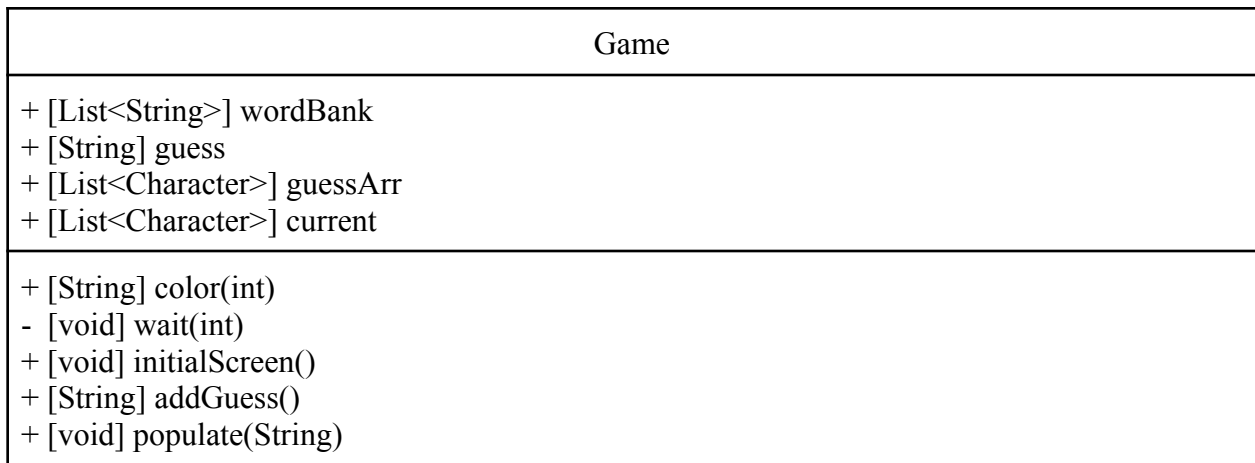


Game Extends Hangman



<ul style="list-style-type: none"> + [List<Integer>] find(Character) + [String] returnArr(List<Character>) + [void] clearArray(List<Character> arr) + [String] returnColoredCurrent() + [String] colorWrongGuesses(List<Character>) + [void] guessPhrase()
--

<<Driver>> Woo	
<ul style="list-style-type: none"> - [int] RED - [int] GREEN - [int] YELLOW - [int] BLUE - [int] MAGENTA - [int] CYAN - [int] WHITE - [String] CLEAR_SCREEN - [String] HIDE_CURSOR - [String] SHOW_CURSOR 	
<ul style="list-style-type: none"> - [void] clear() + [void] main(String[]) 	

Timer	
<ul style="list-style-type: none"> - [long] timeElapsed 	
<ul style="list-style-type: none"> + [long] getTimeElapsed() + [void] startTimer() + [void] stopTimer() + [void] printSimplifiedTime(long) 	