

Game
+ [ArrayList<String>] wordBank + [ArrayList<Character>] guessArr + [ArrayList<Character>] current
+ [void] initialScreen() + [String] addGuess() + [void] populate(String) + [ArrayList<Integer>] find(Character) + [String] printArr(ArrayList<Character>) + [void] guessPhrase

<<Driver>> Woo
+ [Scanner] sc + [int] category + [char] q + [ArrayList<Integer>] p
+ [void] main(String[])

Timer
- [long] timeElapsed
+ [long] getTimeElapsed() + [void] startTimer() + [void] stopTimer() + [void] printSimplifiedTime(long)