Hangman
- [String] stage0 - [String] stage2 - [String] stage3 - [String] stage4 - [String] stage5 - [String] stage6 # [int] RED # [int] GREEN # [int] YELLOW # [int] BLUE # [int] CYAN # [int] WHITE # [String] CLEAR_SCREEN # [String] HIDE_CURSOR # [String] SHOW_CURSOR
+ [String] returnDrawing(int)
Game Extends Hangman
Game
+ [List <string>] wordBank + [String] guess + [List<character>] guessArr + [List<character>] current</character></character></string>
+ [String] color(int) - [void] wait(int) + [void] initialScreen() + [String] addGuess() + [void] populate(String)

- + [List<Integer>] find(Character)
- + [String] returnArr(List<Character>)
- + [void] clearArray(List<Character> arr)
- + [String] returnColoredCurrent()
- + [String] colorWrongGuesses(List<Character>)
- + [void] guessPhrase()

## <<Driver>> Woo

- [int] RED
- [int] GREEN
- [int] YELLOW
- [int] BLUE
- [int] MAGENTA
- [int] CYAN
- [int] WHITE
- [String] CLEAR SCREEN
- [String] HIDE CURSOR
- [String] SHOW\_CURSOR
- [void] clear()
- + [void] main(String[])

## Timer

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