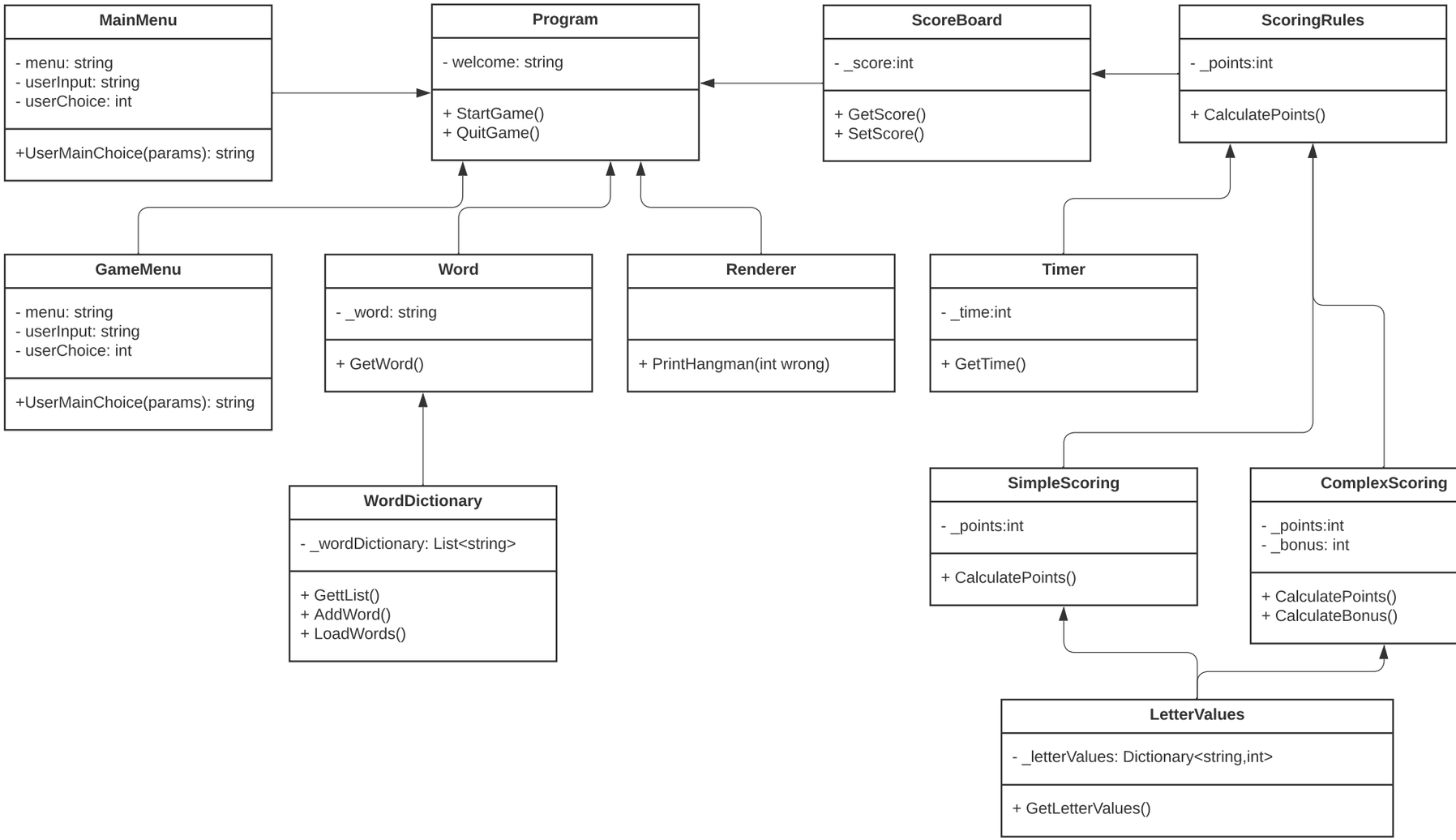
Final Project UML Class Diagram

C# Hangman Game | October 22, 2023



Program Flow

Main Menu

An instance of the main menu class will handle the mani menu loop and display the user option on the console with input read from the users. Supported actions are:

1. Play Game - untimed: The user will have unlimited time to play.
2. Play Game - timed: The user will have 2 minutes to guess as many words as they can.
3. Quit Game

Game Menu

An instance of the main menu class will handle the mani menu loop and display the user option on the console with input read from the users. Supported actions are:

1. Pick a word topic
2. Random words