

Objects:

GameAnswerColor keeps track of the four correct words, the hints and the description of a color

GameBoard is the GUI

GameData has the data of the possible games stored in a map

GameDataCollection reads a file with the games and stores the data in a GameData object

Word is just a single word and it has what color is associated with it

DifficultyColor is used in word to determine what color the word is

AnimationPane will perform the correct word animation by masking the grid pane