# Jumper Program

The jumper program is divided into four classes. The first class is the word class. This class handles the picking of a secret word, validating guesses, and printing a string representing the current state of the word. The second class is the player class. This class handles the players actions. It gets the user input for what letter to guess and handles the outputs and gets a word to play from the word class. The Third class is the parachute class. This class tracks the state of the parachute and returns a different figure for each stage of the parachute. The fourth class is the game class, this class uses the other three classes to create the gameplay loop.

Encapsulation was used to divide the project into several classes with one task per class. This allows for each class to take care of one task and results in individual classes being in a unique file that better allows for programming and bug fixing.