

Class or <controller>
[Variables]
Functions

<Settings_Activity>
mode() [switch]
amount_lives() [slider]
word_Length() [slider]
display_lives() [tekstview]
display_word_length() [tekstview]

<HomeScreen_Activity>
New game()
Settings()

Settings
Int: Lives;
Bool: Mode;
Int: word_length;
Reset()

GoodGameplay
String: Word;
Display()
Make_word()
Reset()

Alphabet
Char: Letters;
Char: Used;
Display()
IsUsed()
Reset()

EvilGameplay
Array: Possible_words;
Display()
Remove_words()
Reset()

<GameScreen_Activity>
Display_current_lives() [imageview]
Display_word() [tekstview]
Display_gallow() [imageview]
Display_Alphabet() [buttons]
Goto_highscores() [button]

Highscore
Int: name;
Int: score;
Reset()
Add()

Gallow
Int Lives;
Display()
Wrong_guess()
Reset()

<Highscore>
Display_highscores()
New_game()

