

# Jumper

## Director

"controls sequence of play"

- lives: int
- jumper: Jumper
- puzzle: Puzzle
- terminalService: TerminalService
- isPlaying: bool

- + GetInputs(): void
- + DoUpdates(): void
- + DoOutputs(): void

## Terminal Service

"provide input output operations for the terminal."

- + ReadText(string): string
- + WriteText(string): void

## Jumper

"track chute changes"

- + displayChute(lives<sup>int</sup>): void
- + displayGuesses(list<string>): void
- + IsFound(): bool
- +

## Puzzle

"generating word, tracking guessed letters"

- wordList: string[]
- keyword: string
- letter: char
- guessedLetters: char[]

- + wordGen(list<string>): void
- + ~~changeLetter(string): void~~
- + compareLetter(): void