# Hangman, variant 7

TODO

* Refactor names of variables and methods
* Clear unused using clauses
* Refactor names of classes and namespaces
* Split long and complicated methods in shorter and simpler ones
* Create new project structure:
  + Program class – entry point, contains Main method (‘HangmanApp’ or similar)
  + GameEngine
  + Command abstract class and implement specific classes:
    - Guess class
    - Exit class
    - Top class
    - NewGame class
  + Word class
  + WordFactory class – creates words that the user has to guess when requested

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