HangmanGame TODO-es

1. Development

* **Singleton** design pattern for **ScoreManager**
* **LetterHandler** –6 methods
* **PrintRepeatingLetterMessage** in **ConsoleRenderer**
* in **Game** when command is a **letter**

1. Unit testing

* **ConsoleRenderer –** 1 method
* **CommandParser –** 1 method
* **RandomWordGenerator –** 1 method
* **ScoreManager –** 3 methods
* **Game –** 7 methods
* **LetterHandler –** 6 methods
* **HangmanMain –** possibly simulate a complete game (don’t know how)