HangmanGame TODO-es (срок: 15.05)

1. Development



1. Unit testing

* **CommandParser –** 1 method Севда
* **Game –** 7 methods Зори
* **LetterHandler –** 6 methods Севда
* **HangmanMain –** possibly simulate a complete game (don’t know how) Люба

1. Рефакториране

* Game Зори

1. Презентация - Люба