Hangman:

CLASSES/OBJECTS : Responsibilies (Tim)

Dictionary: Words

constructor <­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­

getting word list from file (making sure the file exists) ­­­­­

choosing a word <­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­

Player: input/output (Rashmi)

number of wrong guesses <­­­­­­­­­­­­­­­­­­­ getter

list of characters guessed <­­­­­­­­­­­­­­­­­­­­­ getter

checking for valid input

reset players

human/computer player ????

Game: Following Game rules (Janette)

wrong guesses before loss = 3

Play??? (loop until done)

setupgame ­> playgame

check win loss

getting the word (from the dic)

displaying the word

setting up rules (user input with default values)

player management

displaying the rules