USER STORIES	BUSINESS VALUE	STORY POINTS	TASKS	DETAILED SUBTASKS				
I want to be able to play a whole Hangman game. The application should generate ra input. It should check the input against the chosen word and inform user if it's correct or not. The app should inform user if she wins/loses.	1000	100	Create RandomWords class The application should generate random words and ask th	create method "GenerateRandomWords" which returns a random String				
				Method generateRandomString should take a difficulty level and return an appriopriete word (6 char word for easy, 8 for medium, 12 for difficult)				
			Create Menu class	create "getLetter" method that asks for a letter from the user				
				create seperate methods for outprinting welcome and goodbye messages. Goodbye message should take a boolean userWon and act accordingly (inform the user whether he won)				
			Create App class	Create playGame method that imploys Menu and GenerateRandomWord classes. It should create a random word and ask user for input (using instance of Menu class)				
				create countHangman method that compares the word with user input				
				create variable "userErrors" that grows with every error the user makes				
I want to see the hanged person	500	200	Create Hangman Class that implements "drawHangman" method	create "drawHangman" method that outprints a new line of a picture hanged man depending on int argument "number of mistakes"				
I want to have a short menu that will allow me to choose from different options	500	400	Update Menu class with "show options" method to show available options	add method "choose difficulty". Method should take input from user.				
I want to be able to choose different levels of difficulty	200	200	Update GenerateRandomWord Class	update generateRandomStrings method so that it takes a difficulty level and				
I want to be able to get a hint if I'm stuck gueassing a word	200	100	Update App Class	Update App class with a method getHint. A hint can be only used once per word!				
I want to see highscores	200	50		Save user's name and highscore to file				

		chosen
		optional

Menu

Menu
String welcome
askToPlay()
getLetterFromUser()

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App

App
String randomWord
String userGuess
Boolean userWon
int userErrors
welcomeUser()
playGame()
evalueateGuess()

RandomWordsGenerator

RandomWordsGenerator
1 String[] wordWith6Letter
String[] wordWith8Letter
String[] wordWith12Letter
chooseDifficulty()
getWord()

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Hangman

Hangman
String[] hangman
drawHangman()