Result «enumeration»

GAME_OVER
WRONG
CORRECT

GameManager

- numAllowedGuesses: int = 6
- wordListPath: String = word_list.txt
- wordList: int
- gameState: GameState

+ GameManager()
+ GameManager(wordList: String)
+ GameManager(game: GameState)
+ getGameState() : GameState
+ getWordList() : ArrayList<String>
+ setWordList(wordList: ArrayList<string>) : void
+ setWordList(filePath: String) : void
- generateDefaultWordList() : void
+ startNewGame() : void
+ guessLetter(guess: char) : Result
+ isGameOver() : boolean
+ didWin() : boolean
+ loadGame(game: GameState) : void
+ loadGame(filePath: string) : void
+ saveAs(filePath: string) : void

MainDisplay

- contentPane: JPanel
- inputField: JTextField
- inputButton: JButton
- wrongWordsBank: JTextField
- wordStateBox: JTextField
- graphicsPanel: JPanel
- btnSave: JButton
- btnLoad: JButton
+ frameInput: String
+ hasNewInput: boolean
+ loadGame: boolean = false
+ saveGame: boolean
+ didWin: boolean = false
- currentPartIndex: int = 0
- numFreeLetters: int = 1
- visibleParts: boolean[]
- gameManager: GameManager

+ main() : void
+ MainDisplay()
+ getInput() : String
+ addWrongChar(c: char) : void
+ addBodyPart() : void
+ updateWordState(wordState: char[]) : void

MyPanel

+ paint() : void

GameState

+ NULL_CHAR: char = \u0000
- secretWord: String
- secretWordArray: char[]
- guessedLetters: HashSet<Characterr>
- numWrongGuesses: int
- numCorrectGuesses: int

+ GameState()
+ getSecretWord() : String
+ setSecretWord() : void
+ getNumWrongGuesses() : int
+ incrementNumWrongGuesses() : void
+ getNumCorrectGuesses() : int
+ incrementNumCorrectGuesses() : void
+ getGuessedLetters() : HashSet<Character>
+ addGuessedLetter(letter: char) : boolean
+ getWordState() : char[]
+ setLetter(index: int, letter: char) : void
+ equals(o: Object) : boolean