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) : ArrayList<Integer>
- + isGameOver() : Boolean
- + didWin(): Boolean
- + loadGame(game: GameState): void
- + loadGame(filePath: string): void
- + saveAs(filePath: string): void

MainDisplay

- + getInput: String
- inputField: JTextField
- inputButton: JButton
- wrongWordsBank: JTextField
- graphicsPanel: JPanel
- btnSaveLoad: JButton
- + hasNewInput: Boolean
- currentPartIndex: int
- visibleParts: boolean[]
- + main(): void
- + MainDisplay()
- + addBodyPart(): void

MyPanel

+ paint() : void

GameState

- + NULL_CHAR: char = \u0000
- secretWord: String
- secretWordArray: char[]
- guessedLetters: ArrayList<char>
- numWrongGuesses: int
- numCorrectGuesses: int
- + GameState()
- + getSecretWord(): String
- + setSecretWord(): void
- + getNumWrongGuesses(): int
- + incrementNumWrongGuesses(): void
- + getNumCorrectGuesses(): int
- + incrementNumCorrectGuesses(): void
- + getGuessedLetters() : ArrayList<Character>
- + addGuessedLetter(letter: char): void
- + getWordState() : char[]
- + setLetter(index: int, letter: char) : void
- + equals(o: Object) : Boolean