

HangmanGameActivity

- hangmanImage: ImageView

- txtMaskedWord: TextView

- edtLetterGuess: EditText

- txtLettersGuessed: TextView

- txtScore: TextView

- btnGuessLetter: Button

- btnGuessWord: Button

- dialog: HangmanDialog

- pictures: int[]

- picture_index: int

- hangmanGamePresenter: HangmanGamePresenter

- txtStageNum: TextView

- btnPlayMusic: Button

- btnStopMusic: Button

+ onCreate(savedInstanceState: Bundle): void

+ onClick(View view): void

- setBtnGuessLetter(): void

- setBtnGuessWord(): void

- openDialog(): void

+ validateGuessWord(wordGuessed: String): void

onResume(): void

+ showEmptyError(): void

+ showLetterUsedError(letter: char): void

+ showImage(): void

+ showTxtMaskedWord(word: String): void

+ clearEdtLetterGuess(): void

+ showLettersGuessed(lettersGuessed: String): void

+ showTxtScore(score: int): void

+ setPictureIndex(index: int): void

+ gameEnded(hm: HangmanGameStatus): void

+ showGuessWordFailed(): void

+ showTxtStageNum(stageNum: int): void

<<Interface>>

HangmanDialogListener

~ validateGuessedWord(wordGuessed: String): void

HangmanBackgroundMusic

+ HangmanBackgroundMusic(): void

HangmanGameManager

- hangmanGameManager: HangmanGameManager

- HangmanGameManager(activity: Activity)

getGameStatus(username: String): HangmanGameStatus

~ getInstance(activity: Activity): HangmanGameManager

HangmanDialog

- edtWordGuessed: EditText

- btnDialogGuessWord: Button

- hangmanGameActivity: HangmanGameActivity

+ onCreateDialog(savedInstanceState: Bundle): Dialog

- setBtnDialogGuessWord(): void

+ onAttach(): void

HangmanGameStageEnded

- hangmanGameStat: HangmanGameStatus

- originalGender: String

- playAgain: Button

- mainMenu: Button

- backToHome: Button

- nextStage: Button

- bonusLevel: Button

- txtFirstMessage: TextView

- txtValueMessage: TextView

- dialog: BonusLevelDialog

- btnPlayMusic: Button

- btnStopMusic: Button

onCreate(savedInstanceState: Bundle): void

- stageEndedResult(): void

+ onClick(view: View): void

- setBonusLevelButton(): void

- openDialog(): void

+ bonusLevelResult(isWon:boolean, bonusScore

+ onCancel(): void

- setPlayAgainButton(): void

- setNextStageButton(): void

- setMainMenuButton(): void

- setBackToHome(): void

onResume(): void

onPause(): void

<<Interface>>

HangmanGameView

~ showEmptyError(): void

~ showLetterUsedError(): void

~ showImage(): void

~ showTxtMaskedWord(word:String): void

~ clearEdtLetterGuess(): void

~ showLettersGuessed(lettersGuessed:String): void

~ showTxtScore(score: int): void

~ setPictureIndex(index: int):void

~ gameEnded(hm: HangmanGameStatus): void

~ showGuessWordFailed(): void

~ showTxtStageNum(stageNum:int)

HangmanWordGenerator

- listOfWords: ArrayList<String>

- context: Context

~ HangmanWordGenerator(context: Context)

- readFile(): void

~ getChosenWord(): String

HangmanGamePresenter

- hangmanGameView: HangmanGameView

- hangmanGameInteractor: HangmanGameInteractor

- hangmanWordGenerator: HangmanWordGenerator

~ HangmanGamePresenter(activity: HangmanGameActivity, view: HangmanGameView, hangmanInteractor: HangmanGameInteractor)

~ validateLetter(letter: char): void

~ validateWord(guessedWord: String): void

~ getHangmanGameStat(): HangmanGameStatus

~ getPlayed(): boolean

~ getNewWord(): void

~ onCheckIfGameEnded(): boolean

~ onOpenGameEndedActivity(): void

~ onResumeing(): void

+ onLetterUsedError(letter: char): void

+ onDisplayViews(): void

+ onGameEnd(hm: HangmanGameStatus): void

+ onGuessWordFailed(): void

<<Interface>>

OnValidateCharListener

~ onLetterUsedError(c: char): void

~ onDisplayViews(): void

~ onGameEnd(hm: HangmanGameStatus): void

~ onGuessWordFailed(): void

HangmanGameInteractor

- hangmanGameStat: HangmanGameStatus

~ HangmanGameInteractor(hangmanGameStat: HangmanGameStatus)

~ getHangmanGameStat(): HangmanGameStatus

~ generateWord(chosenWord: String): void

~ validateLetter(letter: char, listener: OnValidateCharListener): void

- letterNotInGuessed(guessedLetter: char): boolean

- updateLettersGuessed(guessedLetter: char): void

- checkLetter(guessedLetter: char): void

- decreaseScore(): void

- revealLetter(guessedLetter: char): void

- generateDisplayedMaskedWord(): StringBuilder

~ validateWord(guessedWord: String, listener: OnValidateCharListener): void

- checkIfGameEnded(listener: OnValidateCharListener): void

~ gameEnded(): boolean

HangmanGameStatus

- played: boolean

- secretWord: String

- secretWordCharArray: char[]

- maskedWordCharArray: char[]

- currentScore: int

- falseGuess: int

- gender: String

- lettersGuessed: StringBuilder

- displayedMaskedWord: StringBuilder

- stageNum: int

- accumulatedScore: int

- bonusLevelActivated: boolean

+ Creator<HangmanGameStatus> CREATOR

- HangmanGameStatus(in: Parcel)

+ writeToParcel(parcel: Parcel, i: int): void

+ describeContents(): int

~ isPlayed(): boolean

~ setPlayed(played: boolean): void

~ getSecretWord():String

~ setSecretWord(seretWord: String):

~ getSecretWordCharArray(): char[]

~ setSecretCharArray(secretWordCharArray: char[]): void

~ getMaskedCharArray(): char[]

~ setMaskedWordCharArray(maskedWordCharArray:char[]): void

~ getCurrentScore(): int

~ setCurretScore(currentScore: int): void

~ getFalseGuess(): int

~ setFalseGuess(falseGuess: int): void

~ getGender(): String

~ setGender(): String

~ getLettersGuessed(): StringBuilder

~ setLettersGuessed(lettersGuessed: StringBuilder): void

~ getDisplayedMaskedWord(): StringBuilder

~ setDisplayedMaskedWord(displayedMaskedWord:StringBuilder): vo

~ getStageNum(): int

~ setStageNum(stageNum: int):void

~ getAccumulatedScore():int

~ setAccumulatedScore(accumulatedScore: int): void

~ isBonusLevelActivated(): boolean

~ setBonusLevelActivated(bonusLevelActivated: boolean): void

~ resetGameStatus(): void

HangmanMain

- intent: Intent

- btnResumeGame: Button

- settingsGender: String

- hangmanGameStat: hangmanGameStatus

- btnPlayMusic: Button

- btnStopMusic: Button

+ isPlaying: boolean

+ getGameStatusMsg(): String

onCreate(savedInstanceState: Bundle): void

onResume(): void

+ onClick(view: View): void

onPause(): void

+ onBackPressed(): void

HangmanSetting

- hangmanGameStat: HangmanGameStatus

onCreate(savedInstanceStateStae: Bundle): void

+ onClick(view: View): void

onResume(): void

onPause(): void