

**Action plan**

1. Setup files
  - a. Setup HangedMan
  - b. HangmanGUI
  - c. Change filename of SecretString to JSecretString
  - d. PlayGame
  - e. SingleUseButton
  - f. StringHandler
2. Compile files to detect errors.
3. Understand codes from Cathy
4. Design and develop GUI to display all needed components, such as hangman, keyboard, display String, scores and number of games.
5. Will program events handling for the components on GUI
  - a. Will start with uncover letters on the screen
  - b. and displaying various body parts of hangman
  - c. Then will handle disabling keyboard when one finishes player
  - d. After will handle resetting the game and counting games played and number of wins and losses.
6. Finish up and provide comments and fix certain parts of code that does not work very well.
7. Also, after achieving each milestone, I check code with various test case.
8. After, I fix all possible errors.