**Words Team Project Readme File**

Project Title: Typing the Goombas to deaf!!!

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Data Structures Used: ArrayLists, HashMaps, and Queues

- A HashMap is used in the Scoreboard Actor class.

- An ArrayList and a queue are used in the Words Actor class.

- The queue is also used in the Words class to get words and print them onto the screen.

Component/Class being reused: Scoreboard class

The Scoreboard class can be easily reused in our final project because we are planning to make another typing game and the methods used for this project will be pretty much the same as the ones we will use in the final project. The implementation of the <Integer,Integer> HashMap is necessary for our final project as it will keep some important key->value pairs where specific word length ranges will have a specific base score worth. We will use the exact same constructor as the one in the Scoreboard class in our final project.