

View:

WordleGUI	Displays the main GUI where users can see the whole world game.
BoardDisplay	Extends a VPane where each child in the pane is a tilepane.
Letter	Extends Button which has information such as color of the tile (gray, yellow, green). Methods to change color and text and set mouse transparency. Also has event handlers for when clicked.
WordDisplay	Extends a tilePane such that each tile is a letter box.
KeyboardDisplay	Extends gridPane to display the keyboard on the bottom.
StatisticsDisplay	Displays all of the statistics associated with a user which is read from a .ser file.

Model:

Guess	Contains the word guessed by the user, has an ArrayList of letter objects.
Word	This reads from the Dictionary and whenever a new day occurs it will randomly generate a new word. It also keeps track of the current word for the day if you login with a new account. This will be serializable so the word stays constant across all sessions.
Dictionary	This is a container for all 5 letter words in the English alphabet. It has methods allowing for a new word to be selected.
WordleUser	Keeps track of user statistics such as number of wins and win percentage. Will be a serializable object.