**Jumper**

**OVERVIEW**

Jumper is a game in which the player seeks to solve a puzzle by guessing the letters of a secret word one at a time.

**RULES**

Jumper is played according to the following rules.

* The puzzle is a secret word randomly chosen from a list.
* The player guesses a letter in the puzzle.
* If the guess is correct, the letter is revealed.
* If the guess is incorrect, a line is cut on the player's parachute.
* If the puzzle is solved the game is over.
* If the player has no more parachute the game is over.

**CLASSES: Must have at least 4 classes**

* Director (\*Description)
  + First method/function
* Hangman (\*Description)
  + First method/function
* \*Word Generator (\*Description)
  + \_\_Init\_\_ “here we have attribute self.\_word will contain a random word of list of static words.  
    is\_match This method will compare the imput of the letter and if it matches a letters in the chosen word.
* \*Terminal services (\*Description)
  + First method/function