DESCRIPTION OF OBJECTS IN VerbalMemory.java

Variables:

GridPane root: The pane that has all of the items shown in the Verbal Memory GUI.

String[] dict: Array that contains all the words in the given dictionary.

String[] seen: Array that contains all the words that the user has seen.

Int seenId: Number of words the user has seen.

Integer[] wordBank: indexes of all the words user will possibly be given.

Int roundNum: Number of rounds the user has completed.

Int Lives: Number of lives the user has left.

Label livesLabel: Indicates how many lives the user has left.

Label wordLabel: Displays the round's word.

WriteCSV writeCSV: An object used to write results to the csv.

Functions:

VerbalMemory(WriteCSV writeCSV): Constructor that sets up the GUI and initializes all variables.

    Param writeCSV: The object that will be used to write the final scores to the CSV file.

reset(ActionEvent actionEvent): Resets the game.

start(ActionEvent actionEvent): Starts and runs the game.

correctPush(): Runs the events when the user selects the correct option.

incorrectPush(: Runs the events when the user selects the incorrect option. Also ends the game if the user is out of lives.

getRoot(): returns the pane that is the game's GUI.

injectBackArrow(Button back): injects a button to return the user to the home screen.

    Param back: The button to be injected.