For the development of this game called "jumper", we will first look for a list of words with 5 letters, that is, we will have a list that contains a collection of words, we will also create a class called List\_OF\_Words, which among its attributes will contain the list of words and it will have a method that returns a word obtained randomly with the random function. The game will have another class that allows reading the data entered by the user and validating that it is within the alphabet of the English language, this class will be called Read\_Input. There will also be the Jumper class that will print the characters that graphically represent the jumper, and that should be updated to show the remaining chances for the player to be able to guess the word, a class called Game, that checks when a letter is contained in the word or not, determines if the word is guessed or not, and another class that is in charge of the invocations to the methods of said classes and the one of the interactions to the user so that he can use the game. Below is the class diagram planned for the game.

