Implementation Manual:

- **StartChoice** is the main class with the primaryStage, and it is the start of game. Both of its action events lead to the secondStage, and it has either a **SinglePlayer** or **MultiPlayer** based on which of the two buttons is pressed.

- **SinglePlayer** and **MultiPlayer** cannot exist without the **StartChoice**, but they are not dependent on each other. Only one of them is needed at a time to continue and play the game since both their action events lead to the thirdStage and **HangmanGame**.

- **SinglePlayer** is dependent on **wordOptions**, for the purpose of generating a random six-letter word after the start button is pressed. Its action event starts the game, and uses this random word as String parameter for the userWord method in **HangmanGame** (which then becomes the gameWord).

- **MultiPlayer** is dependent on **HangmanGame** for the same reasons (starting the game and selecting gameWord), but it does not generate a random word. Instead of that, the option is given (with two separate action events) to either enter six-letter word in the enterWord text field, or press one of the 18 buttons with provided words.

- **HangmanGame** is started with the gameWord from either **SinglePlayer** or **MultiPlayer** (through its userWord method), and the remaining portion of this game exists in thirdStage. **HangmanGame** depends on both **CorrectLetter** and **WrongLetter**. It uses either of them in its confirmedPress action event, based on whether each letter guess is correct or wrong.

- **CorrectLetter** and **WrongLetter** are subclasses of the abstract **GuessedLetter** class. They both inherit its protected letterGuess character, along with them needing to override and define the newDisplay method.

- The newDisplay method in **CorrectLetter** uses the gameWord and currentWord to return a new string with correctly guessed letters to display in **HangmanGame**.

- The newDisplay method in **WrongLetter** uses incLets to return a new string that adds the incorrectly guessed letter onto the string with previous wrong letters. **WrongLetter** has an additional StickMan method to update the stick man figure from incorrect guesses 2 to 6 (body, arms, legs) by adding more onto the body and legs labels in **HangmanGame**.