Testing:

* Method that checks if the word is right
  + Makes sure it colours the tiles correctly
  + Figure out if it works for special scenarios ex. More than 1 appearance of a letter in a word
* Input and Output involving files
  + Exceptions
  + Highscores are updated or not
* GUI
  + Text fields are in the right spots
  + Letters can be inputted by user
  + Word inputted can be received by the main method
  + Check if mutator methods work
  + Backgrounds change after checking process
  + Enter button works/Actionlistener
    - Many many loops