

LexiconManager

- + LexiconManager()
- + getWordData()
- + playerKnowsWord()
- + addWordToPlayerDictionary()
- + removeWordFromPlayerDictionary()
- + getSystemTriggers()
- + getSystemForVerb()
- + verbExists()
- + getRandomEnglishWord()
- + getRandomWordbyType()
- and 15 more...