

# **Program Flow**

#### Menu

User chooses what they want to do The choices are: Play Game Quit

#### Main

Displays welcome message and calls Shows Menu

## WordGuesingGame

Generate random wordList from Dictionary Creates atttempts Created guesses Accepts number of player

## **Dictionary**

Randomly generates words from the wordFile Stores a dictionary of words Loads random words

## **Player**

Displays player name and score

### Scoreboard

Calculates scores for each player including word counts and attempts

#### **GetWinner**

Calcutes the final winner using the scores for each player and attempts Displays winner with congratulatory message