Assignment: Writing a Hilo game design by using encapsulation   Author's name: Jorge de Oliveira Echeimberg

Object: Player

Responsibility:
-     To hold and display identifying information
Behaviors:
_secret_word   _guess_word
State:
get_guess_letter()   get_secret_word()

Class Player

_secret_word: SecretWord
_guess_letter: String

get_guess_letter(): String
get_secret_word(): String

Object: Score

Responsibility:
-     To hold, calculate the score (True or False), and display the score and guess letter
Behaviors:
_player
State:
calc_score(letter, word)   get_score()   get_letter()

Object: SecretWord

Responsibility:
-     To hold, sort a word from a list, and display identifying information
Behaviors:
_word
State:
get_word()

Class SecretWord

_word: String []

get_word(): String

Class Score

_player: Player

calc_score(letter,word): None
get_socore(): Boolean
get_letter(): string

Object: Parachute

Responsibility:
-     To update and display the parachute according to the score
Behaviors:
_secret_word   _guess_word
State:
get_guess_word()   get_secret_word()

Class Parachute

_score: Score
_parachute: String

get_parachute(score):String