**Program: Jumper**

**4 Classes – Host, Word, Drawing, Player**

**Class 1 (principal class)**

Name: Host

Purpose: To manage the game by selecting a work, draying the jumper and asking the player for guesses

Attributes/purpose

listofwords

player

drawing

Methods/purpose

create\_wordlist()

play\_game()

**Class 2**

Name: Word

Purpose: To contain the word to be guessed and the progress being made in guessing the word. This class will also identify that the word has been guessed.

Attributes/purpose

word\_answer

word\_hidden

Methods/purpose

show\_hidden\_word()

check\_guess(letter)

**Class 3**

Name: Drawing

Purpose: This class contains all the information about the drawing and provides the function that prints the drawing.

Attributes/purpose

drawing

Methods/purpose

draw()

wrong\_guess()

**Class 4**

Name: Player

Purpose: This class contains information about the player. It specifically asks the player what their guess is.

Attributes/purpose

None

Methods/purpose

guess() -

Diagram

Description automatically generated