CRC Card

GameController	
- Get the words on ghosts to display - Start a new game by setting up the main character - Display the words on top of the zombies - Ask the user for a guess - Update the score of the main char (Increase the difficulty level [longer words/faster speed]) - Display the hearts remaining	- Dictionary - MainCharacter - Ghosts, Words - Words - MainCharacter

Welcome Screen Controller	
- Ask for user name - display the welcome screen	Key Frenzy Game Controller

Key Frenzy Game Controller	
- Display user name and current score - Display the whole game pane - Make the ghosts move on the game screen - Get and handle user input - Destroy the ghosts or reduce health bar based on user input - End the game by health < 0 or "Stop game" button	Dictionary Words file Ghost Animation Ghosts GameOverController

Game Over Controller	
- Show a message to end the game - Give the user the choice to play again or quit game	Welcome Screen Controller

Scene Switch	
- Switching between different scenes	Welcome Screen Controller Key Frenzy Game Controller Game Over Controller

Ghosts	
- Initialize the 4 ghosts - Make the ghost disappear if the user enters the word correctly - Moving towards the target - Attack the target if distance is 0	- Words

Dictionary (Interface?)	
Get a random word and return it(pulls from the csv file)	

Words	
- Display the words (on top of the ghosts) - Ask the user for a guess and return it - Set the word to display on the main screen	