**## Project Structure**

The project files and folders are organized as follows:

```

root                    (project root folder)

+-- jumper              (source code for game)

  +-- game              (specific classes)

  +-- \_\_main\_\_.py       (program entry point)

+-- README.md           (general info)

Following the same pattern as in the seeker game, we could have four classes:

class *Director*:

class *Jumper*:

class *Terminal Service*:

class *Word*:

**The responsibility of each class:**

class *Director*:

The responsibility of the Director is to control the sequence of play.

**Attributes:**

**\_**Jumper

\_Terminal Service

\_Word

Is Playing

**Methods:**

\_Start game

\_Get inputs

\_Do updates

\_Do outputs

class *jumper*:

The responsibility of the jumper is to control the parachute on the skydiver

**Attributes:**

**\_**Parachute

**Methods:**

\_Get Parachute

\_Set Parachute

\_Cut Line

\_Is fallen

class *Terminal Service*:

The responsibility of the Terminal Service is to control the responsibility of the Terminal Service is to provide input and output operations for the terminal

**Attributes:**

**\_**

**Methods:**

\_Read Text

\_Write Text

class *Word*:

The responsibility of the word is to control provide a word and keep track of the player’s guesses to replace the correct characters.

**Attributes:**

**\_**Word List (A List with at least five different words)

\_New word (chosen word from the word list)

**Methods:**

\_get word

\_replace letter