Game

player1: Player
player2: Player
keyword: String
currentWord: String
winnerId: int
charMap: map
isPlayer1Turn: boolean

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guess(char c)
displayTurn()
displayCurrentWord()
hasWinner()

Player

username: string
score: int

---

increaseScore()

Game Controller

game: Game

---

play()

Main

(main driver to play the game by invoking the Game Controller's play() method)