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AP Computer Science

March 24th, 2016

UML Diagram



**Model:**

-Will have reference to a corresponding HangmanView upon instantiation for notification callbacks.

-Contains methods for processing guesses, ending & starting game as well as, keeps tracks of statistics such as used letters & guesses.

-Entire state of the current game (guesses, letters, current word) will be represented by HangmanModel.

**Controller/View:**

-Will have reference to a corresponding HangmanModel (Hangman) upon instantiation for method calls.

-Hangman will implement HangmanView thereby implementing notifications that can be called by the instance of HangmanModel if needed. Notifications for game over, game won, and for incorrect/correct guesses.

-Hangman uses GHangman as its graphics implementation.

**User Interface:**



-Will use GUI rather than console.

-Will display entire alphabet including guessed letters.

-Will display current letters of word.

-Will display GHangman progressively as wrong guesses are made.

-Will display amount of guesses left.

**Technical Choices:**

-ACM graphics library will be used.

-Main dictionary will be stored on a .txt file.