

Create a "wheel of fortune" type game, consisting of two main panels:

- the upper one - containing empty fields for the letters of the phrase/words to be guessed;;
- the lower one - representing the circle divided into at least 10 parts with different prize amounts and the "play" button starting the draw;
- there should also be a display showing the current player's score

. In addition, the application will contain a settings button that will open a window consisting of two lists (ListView) containing the previous phrases loaded in the file, the right one describing phrases that can be used in the game, and buttons that allow you to transfer parameters between lists. The window will also contain a component that allows you to enter a new phrase.

The game:

1. the player starts in the settings, choosing which phrases can be drawn
2. from the pool of selected phrases, one is drawn. Masked letters corresponding to the phrase's length are shown.
3. the player hits the "play" button, which starts the draw animation;;
4. after drawing the field and the corresponding prize, a dialog box opens, allowing the player to enter the guessed letter
5. if the phrase actually contains that letter, the player receives the drawn prize. Otherwise, he loses one of three opportunities.

The project should be implemented using *Java FX*.

The solution in the form of the working app should be presented by 19.VI.2019 during the classes. At least 15 minutes before classes start, you must upload your work into the "students" folder shared by the teacher. Name of your file should combine your group number, your personal student's number and `.java` extension. This file should contain all classes used in your project.