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| **Hangman** |
| -Gameboard gameBoard |
| +Hangman(LevelMode mode)  +void play()  -enterLetter(Scanner in)  +void main(String[] args) |

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| **GameBoard** |
| -WordReader wordReader  -String hiddenWord  -char[] maskWord  -set<Character> missedLetters |
| +Gameboard(LevelMode mode)  -int getRemainingtries()  +void enterLetter(char guessesLetter)  +boolean gameOver()  +String toString() |

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| **LevelMode** |
| +enum LevelMode  -String CONFIG  -int DEFAULT\_MAX\_NUM\_TRIES  -String DEFAULT\_DICTIONARY\_FILE  +Properties properties  -String dictFile  -int maxNumTries  -String description |
| -LevelMode(String description)  -Void init()  +String getDictFile()  +Int getMaxNumTries()  +String toString() |

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| **WordReader** |
| -ArrayList<String> dict |
| +WordReader(String filename)  -void readFile(String filename)  +String pickHiddenWord() |