CRC Cards: Hangman

Main	
• Creates a Dictionary, Player and HangmanGame • Ask Dictionary for a random word and start the game loop	• Dictionary • Player • HangmanGame

Dictionary	
• Store a small list of candidate words • Return one random word on request	• Main • HangmanGame

Player	
• Show the current game state to the user (masked word, remaining guesses, incorrect letters) • Ask the user for a letter (repeat is already guessed)	• HangmanGame

HangmanGame	
• Hold the secret word, set of guessed letters, incorrect letters and remaining guesses • Process a guess: add to guessed or incorrect sets • Decrease remaining guesses on a miss • Report win (all letters guessed) or loss (out of guesses) • Provide a masked word	• Player • Dictionary