**CRC Cards: Hangman**

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

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

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| **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 |

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| **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 |