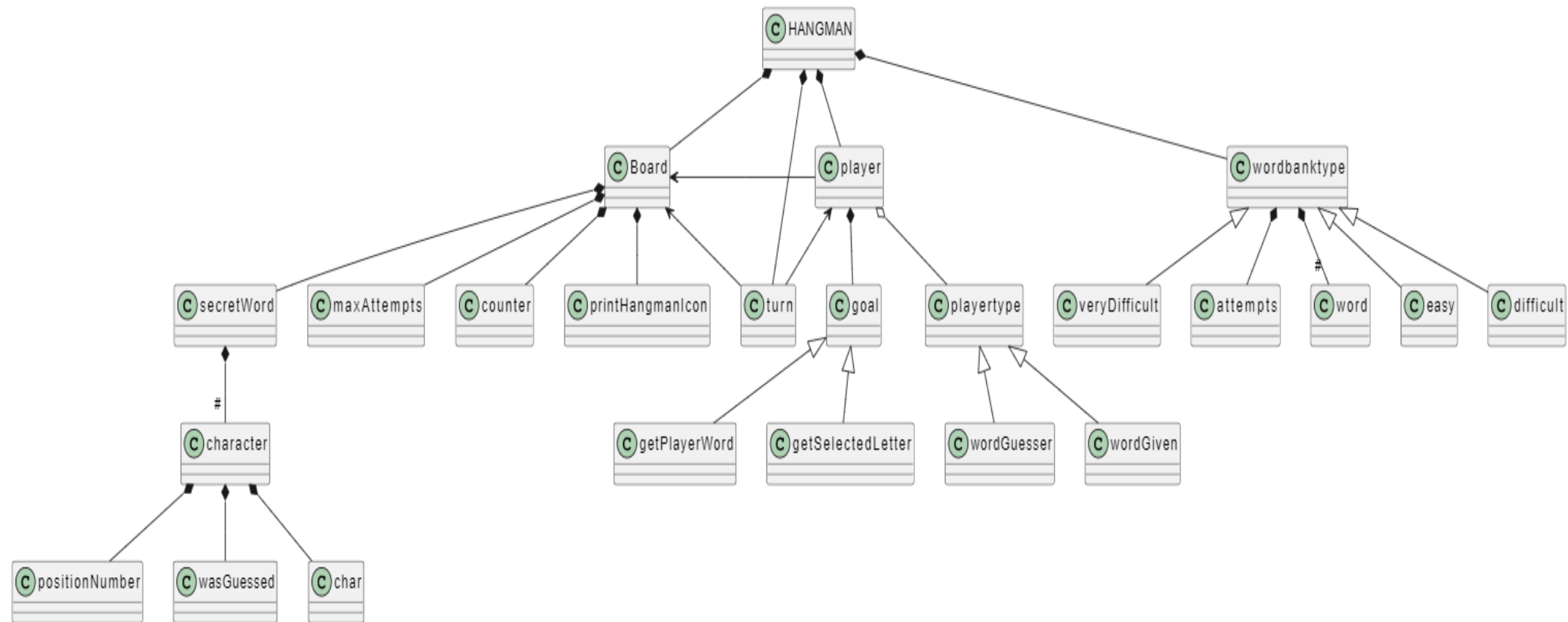


Diagrama de dominio



```
@startuml hangman
HANGMAN *-- player
Board *-down- maxAttempts
HANGMAN *-- turn
Board <-- turn
player <-- turn
wordbanktype -up-* HANGMAN
easy -up-|> wordbanktype
difficult -up-|> wordbanktype
veryDifficult -up-|> wordbanktype
wordbanktype *-- attempts
word "#" -up-* wordbanktype
HANGMAN *-down- Board
counter -up-* Board
secretWord -up-* Board
character "#" -up-* secretWord
positionNumber -up-* character
wasGuessed -up-* character
char -up-* character
printHangmanIcon -up-* Board
player *-- goal
goal <|-- getSelectedLetter
goal <|-- getPlayerWord
playertype -up-o player
playertype <|-- wordGiven
playertype <|-- wordGuesser
Board <-right- player
@enduml
```