Objects	Responsibility
WordleRow	An object that will hold the entered word, and will turn the colors of the 5 boxes depending on whether or not the letters are present in the target word. This holds five letterBox objects
WordleChecker	Object that will check the inputs in WordleTextBox instances, and edit the object and the colors of each box.
WordleGrid	Our grid for the world game, contains 6 WordleTextBox instances. Ends the game if full or last used WordleTextBox is correct (all green).
Menu	Menu object with options of restarting the game, changing gamemode, changing the word, or getting a hint. Interacts with hint
wordBank	An object that stores the available words, On startup can supply a random word for the game
Wordle GUI	Object that displays the wordleGrid, textbox, keyboard, and menu
letterBox	Holds a char and can return the Char, the color of the box can change on demand to (Green, Yellow, or Gray) - probably hold the animation for easy calling.
Game	Interacts with wordleChecker, wordBank, wordleGrid, menu
Hint	Gives a char that's in the final word that has not been guessed yet
RulePane	Shows the rules of the current game mode changing depending on current mode