



### Program Flow

MainMenu (An instance of the MainMenu class will handle the main menu loop. User options will be displayed on the console with input read from users. The supported actions are: 1) play game (no time); 2) play game (timed); 3) quit. Users will give input as strings.

Game Menu (An instance of the GameMenu class will handle the main loop. User options will be displayed on the console with input read from users. The support actions are: 1) pick a word topic; 2) random words. Users will give input as strings.

Play game (no time) - when the users pick this option they will be prompted to pick a word topic or random word. The game will then be no time. The users will have three minutes to guess as many words as they can.

Play game (timed) - when the users pick this option they will be prompted to pick a word topic or random word. The game will then be timed. The users will have three minutes to guess as many words as they can.

Exit/Quite - A user input of "exit" will exit the menu loop and terminate the game.

Pick a word topic - The user will be given a list of topics that they can choose from. When they pick those words will be loaded into the random word generator for play.

Random word - A list of random words will be loaded into the random word generator for play.