HW 2 UML Outline

may want to break Game Loop up a bit. Not sure

Key Classes:

- **Game Loop:**
  - Manage game flow, track # of tries/rounds,
  - Checks win/loss condition each round,
  - Displays "Congratulations" or "Game Over" when win/loss condition met.
  - Holds list of possible colors and selects six randomly at start of each game,

- **Player:**
  - Represents player and their guesses

Attributes and Methods:

- **Game Loop Attributes:**
  - gamestate : GameState
  - player : Player
  - chosen colors : List [string]
  - time limit : int : 20
  - current round : int
  - black markers : int
  - silver markers : int

- **Game Loop Methods:**
  - start()
  - endGame (won: bool)
  - chooseColors () -> List [string]
  - get Colors () -> List [string]
  - checkGuesses (playerGuesses: List[string]) -> GameState
  - display EndTurn ()   > combine ?
  - display Game Over()

- **Player Attributes:**
  - name : String
  - playerguesses : List [Guesses]

- **Player Methods**
  - makeGuesses (colors : List [string]) -> List [string]
  - giveUp () -> GameState