Difficulty Menu sets the number of lives and calls the Gameplay class to a new Stage

DifficultyMenu

easy:

javafx.scene.control.Button

- medium :

javafx.scene.control.Button

pro :

javafx.scene.control.Button

- goBack :

javafx.scene.control.Button

+ gameplayStage : Stage

+ start(primaryStage:Stage)

Main Menu calls the Difficulty menu to a new Stage

MainMenu

+ startButton:

javafx.scene.control.Button

+ exitButton :

javafx.scene.control.Button

+ confirmation :

javafx.scene.control.Alert

+ secondaryStage : Stage

+ start(primaryStage : Stage)

HangmanMain

+wordArray : String[]

+ word : String

- dumbText : String[]

inputText : String

- lifeCounter : int

+ winOrLose : boolean

- winMessage :

javafx.scene.control.Alert

- exceptionMessage : javafx.scene.control.Alert

- wordTxt :

javafx.scene.text.Text

resultText :

javafx.scene.text.Text

+ finalWord : String

- containWord : String

+ start(primaryStage:Stage)

- containsLetter(c : char)

- getDashes() : String

displayEndMessage() :

void

- toString() : String

- checkIfGameOver() : void

setLife(life : int) : void

getLife(): int