

Constructor

- Reading words from file
- Initialising GUI Window Binding keys for input
- · Running Mainloop

Create Scene

- · Initialises the elements on the main window
- Letters of word with *
- and guessed letters with their letters

Handle Input method

- Checking the input from the user
- Verifying the presence of letter in word
- Calling the create home if wrong letter

Create Home

Creates the part of homebased on number of invalid input from user

Replay

• Handles the choice of user to replay the game

