WordGenerator

Attributes:

- static wordList : LinkedList<String>
- static difficulty : int

Methods:

+ void static addWord(String)
+ void static generate(LinkedLIst<String> int int)
+ void static saveList()
+ void static readList()
+ void static changeDifficulty(int)

Responsibilities:

Is responsible for generating words given a difficult value and wordcount. The MVP version will generate random words from a file, but in the future we hope to create a CSV file that saves difficulty for certain words so that the user can have custom

Word

Attributes:

- value : String
- difficulty : double

Methods:

+ double getDifficulty(String)
+ String getValue()
+ comareTo(Word)

Responsibilities

A custom datastructure for a word. Hold a value (the word itself) and a difficulty (how hard the word to write). The compareTo method allows us to sort a list of words by difficulty.

GameManager

Attributes:

- wordCount : int
- userInput LinkedList<String>
- originalWords LinkedList<String>
- startTime : long

Methods:

+ double getWPM ()
+ double getRawWPM()
+ double getAccuracy()

+ void newGame(boolean)
+ LinkedList<String> getWords()
+ void startTimer()

Responsibilites:

Is responsible for the gameLogic which includes, which includes calculating user score, creating a timer, and using the WordGenerator to generate words given user input.

TerminalGame

Attributes:

- manager GameManager
- input Scanner

Methods:

- void setup()
- void startGame()

Methods:

responsible for creating and maintaing a Terminal Game