

README.py

- Instructions for the Jumper game
- Authors & Emails

* 4 Classes needed

Jumper <class>

__init__(self): <constructor>

<attributes>

self.jumper_image = [] <array>

<methods>

picture_jumper

Game <class>

__init__(self): <constructor>

<attributes>

self.continue_playing <boolean>

self.jumper = Jumper() <jumper class>

self.display = Display() <display class>

self.player = Player() <player class>

<methods>

self.input

self.update

self.output

Display/Terminal_Service <class>

<methods>

self.read_text

self.write_text

Word <class>

__init__(self): <constructor>

<attributes>

```
self.word = random word from list <string>  
self.random_words = [] <array>
```

```
<methods>  
generate_word
```