HangmanWordList

-private wordList ArrayList<HangmanWord>
-listName <String>

+getWordList()
+getListName()
+setListName()
+getRandomWord()
+addWord()

HangmanWord

-word<String>

+getWord()
+setWord()

1...*

1

HangmanMain

+startUp()
+setWordlist()
+importWordList()
+startGame()
+registerPlayer()
+logIn()
+playGame()
+highScoreList()
+printEmptySpace()

1...*

1

ListOfWordLists

-listOfLists ArrayList<HangmanWordList>

+getListOfLists()
+addWordList()

HangmanPlayer implements Comparable

-private name <String>
-private password<String>
-private totalScore<int>

+getName()
+setName()
+getPassword()
+setPassword()
+getTotalScore()
+addToTotalScore()
+compareTo() @Override

HangmanPlayerList

-private playerList ArrayList<HangmanWord>

+addPlayer()
+findPlayer()
+getPlayer(String)
+getList()
+printPlayerNames()
+checkPlayerPassword()
+alterPlayer()
+getPlayer(HangmanPlayer)

1...*

1

The Hangman
Game

Class Diagram
First iteration