class Jumper:

Responsability: updates the jumper, cut player’s parachute if necessary.

class Word:

Responsability: generates the random word

List = “apple”, “banana”, “city”, “secular”, “robot”, “Ireland”, “ant”, “mars”, “low”, “sports”, “car”, “tree”, “wolf”, “sheep”, “perpendicular”, “cake”, “meal”

Class Check:

Responsibility: checks if the letter entered by the player is part of the word to be revealed.

class Director:

Responsability: Receives input and displays output. Checks if the game continues running or not.