Define function to clear the console

Function flush:

Print “” 100 times

Define variables

gameLength = 10

codelength = 4

colorList = {*RED, GREEN, BLUE, YELLOW, PURPLE, ORANGE*}

won = false

Main

Ask the player to enter their name and save it as ‘name’.

Generate random code with length of codelength with colors from colorList, and save it as ‘secretCode’

Main game loop with length of variable gameLength that steps by one every cycle and starts at 0:

Call the flush function

Print the code if the username = “Admin”

Display current cycle + 1

Display “*Generic introduction here*”

Display the evaluation if there is one

Display an error message if the previous input was faulty

Ask for userinput for the code and save it as ‘userCode’

Make userCode uppercase

If the inputted code length is not the same as the secretCode then

Restart main loop without costing an attempt

Throw an error on loop restart

If the inputted code is the same as the secret code then

Set won to true

Break out of the loop

Evaluate position with this formatting and save the eval as a string:

B = correct

W = present

- = incorrect

If a character got detected as invalid (not in the color list) then

Restart main loop without using an attempt

If won is true then

Display win message

Else

Display lose message

-- end --