

# ALGORITHM

## Algorithm:

1. START
2. Import random library to select random words
3. Select a word from a list of words randomly (this would be the secret word)
4. Show the situation to the player, the drawing, turns left and the blanks needed to be filled
5. Ask the player to guess a letter
6. If the letter already chosen by the player or the letter is a special character or a number then go to step 5.
7. If the guessed letter is in secret word, show the situation to the player (the drawing, turns left, remaining blanks)
8. If the guessed word is not in the secret word , show the situation to the player (the drawing, turns left and remaining blanks)
9. If player is out of turns show the last drawing and a message “you loose”.
  - a) Ask player to play again or not,
  - b) if yes go to step 3
  - c) if no print message thank you and quit
- 10.If all the letters are guessed correctly show the drawing and the message “you won”
  - a) Ask player to play again or not,
  - b) if yes go to step 3
  - c) if no print message thank you and quit
- 11.Exit.