```
  1   # import from file into list. Randomly selected word from list =  word.
  2   # define array of wheel contents. Dictionary could work.
  3   # get number of players = playerCount
  4   # define array playerCash that tracks players cash. Index = player number.
  5   # numberOfRounds = n
  6   #
  7   #  wheel = array of dollar amounts, bankrupt, etc
  8   #  for i in range(numberOfRounds)
  9   #     for i in range(playerCount)
 10   #        Generate random number up to n, where n is len(wheel). get wheel[n]. This constitutes the result of the 'spin'.
 11   #        if spin == bankrupt
 12   #           assign 0 to given player's cash and turn ends
 13   #        elif hasConsonant(word)
 14   #           guess = guessConsonant(player, playerCash)
 15   #           isPlayerCorrect = buildWord(word, builtWord, guess)
 16   #        if isPlayerCorrect
 17   #          add dollar amount to the given player's cash
 18   #             if checkWordComplete(word, wordBuild)
 19   #                 endGame(playerCash)
 20   #                 break
 21   #          while player's cash => 250 and isPlayerCorrect
 22   #             buyVowel(player, playerCash)
 23   #             buildWord(word, BuiltWord, guess)
 24   #             if checkWordComplete(word, wordBuild)
 25   #                 endGame(playerCash)
 26   #                 break
 27   #
 28   #    buildWord(word, buildWord, R)
 29   #    buildWord(word, buildWord, S)
 30   #    buildWord(word, buildWord, T)
 31   #    buildWord(word, buildWord, L)
 32   #    buildWord(word, buildWord, N)
 33   #    buildWord(word, buildWord, E)
 34   #    (insert relevent nonsense here - its the same thing just for one player but without cash limitations and an allowance of four guesses - 3 consonants
 35   #        input(gimme consonant)
 36   #        input(gimme consonant)
 37   #        input(gimme consonant)
 38   #        input(gimme vowel)
 39   #        input(gimme your guess)
 40   #        if corrent = they win
 41   #        else they lose
 42   #
 43   #
 44   # def buyVowel(player, playerCash)
 45   #     print(would you like to buy a vowel?)
 46   #     input(y/n)
 47   #        if input = y
 48   #          input(Gimme vowel)
 49   #             if input isn't vowel, ask for input again. Loop until you get one.
 50   #        else
 51   #           guess = input
 52   #     return guess
 53   #
 54   # def hasConsonant(word)
 55   #   hasConsonant = false
 56   #   for i in range(len(word))
 57   #      for i in range(len(consonantArray))
 58   #         if i == consonantArray[i]
 59   #            hasConsonant = True
 60   #   return hasConsonant
 61   #
 62   # def guessConsonant(player, playerCash)
 63   #   input(Gimme consonant)
 64   #      input = guess
 65   #      if input is not a consonant
 66   #         ask for input again. Loop until you get one.
 67   #   return guess
 68   #
 69   # def buildWord(word, builtWord, guess)
 70   #   letterReplaced = false
 71   #   countOfEmpty = 0
 72   #   for i in range(len(word))
 73   #      if word[i] == guess
 74   #         if builtWord[i] == "_ "
 75   #            letterReplaced = true
 76   #            buildWord[i] = guess
 77   #   return letterReplaced
 78   #
 79   # def checkWordComplete(word, builtWord)
 80   #   completeCheck = true
 81   #   for i in range(len(builtWord))
 82   #      if builtWord[i] = "_ "
 83   #         complete = false
 84   #   return completeCheck
 85   #
 86   # def endRound(playerCash)
 87   #   print(round over)
 88   #   get index with highest amount and declare that index to correspond to the winning player. Don't sort the array for obvious reasons.
 89   #   return winning player
```