```
 1   # import from words.txt file into wordBank array. Randomly selected word from list =  word.
 2   # define array of wheel contents. Tuple could work.
 3   # get number of players = playerCount
 4   # define array playerCash that tracks players cash. Index = player number.
 5   # wheel = array of dollar amounts, bankrupt, etc
 6   # builtWord = word completed up to this point (initialized to "_ " for each letter)
 7   #
 8   # QUESTION: is a round a turn for all players or does it continue until the word is solved?
 9   # for i to roundCount (assumably 2) OR a while loop to loop until the word is solved which itself is nested into a for loop for the number of rounds
10   #   get word from wordBank (dictionary/set/tupe, depending on how mutable you want it to be)
11   #   for i to playerCount (assumbaly 3)
12   #       generate random number zero to size of wheel = index of wheel to simulate spin
13   #       if spin == bankrupt
14   #           assign 0 to playerCash[player]
15   #           player turn over
16   #       else
17   #          ask if the player wants to solve
18   #          if yes
19   #              ask for word input
20   #              if guess == word
21   #                  that player wins the round; advance to next round
22   #          ask player to guess consonant
23   #          if guess is both in the word and hasn't been guessed yet
24   #              add consonant to builtWord and add value of spin to playerCash[player]
25   #              if word is complete
26   #                  break from this round and advance to final around
27   #              else
28   #                  if playerCash[player] is greater than 250
29   #                      ask if they want to buy a vowel
30   #                          if yes
31   #                              ask for vowel and get input.
32   #                              if it's actually a vowel
33   #                                  if the vowel is in the word
34   #                                      they can ask to buy another vowel and this repeats (read: loop)
35   #                              else loop asking for vowel input until you get one
36   #                          else
37   #                              end this player's turn
38   # after two rounds, get the winning player and advance them alone to the final round
39   # get a word from wordBank
40   # fill in all consonants corresponding to R-S-T-L-N-E contained in word into builtWord
41   # allow player to guess three consonants and one vowel in same general paradigm as above, save for cost of vowels. And no spinning.
42   # ask for word guess
43   # if guess = word, they win prize money, else they lose the round and have value of playerCash[player] as final 'score'
```