**Psuedo code word guess**

1. Link to bootstrap
2. Link to jquery
3. Link to css file
4. Link to js file
5. Display of game:
   1. The Psychic Game
   2. Guess what letter I’m thinking of
   3. Wins:
   4. Losses:
   5. Your Guesses:
6. Each letter of the alphabet in an array
   1. Computer picks a letter out of 26
      1. Code: Math.floor(Math.random()) \* array.length
      2. Hold that letter in a variable array –
      3. Make that letter lowercase
7. User enters a letter.
   1. picks up user input and stores it in a variable array userGuessLetter
   2. List letters of guesses in line from each other
      1. Push letter into array
   3. Checks to see if that letter is equal to the other letter
      1. Compare user and computer variable
         1. If statement – if letters are the same count win
         2. Else if letters are different count loss
         3. Prepend user choice to end of user guesses
   4. Count ++ for either win, loss and guesses -- count
8. Once complete, clears both variables and waits for next computer choice and user input