Psychic Game – Pseudo Code

* Create an array of the alphabet
* Have the computer randomly choose a letter
  + Store that letter in a var
* Have the user select a letter
  + Compare it to the computer’s guess
* If the user guesses the computer’s guess, then display a win message and increment a win into the display that shows how many wins the user has.
  + Restart with a new letter
* If the user’s guess is not the computer’s guess, then the tried remaining will decrement the guesses remaining.
  + If the user runs out of guesses remaining before getting it right, then a lose is incremented and the game starts over.
* Wins, Losses, and Guesses remaining display at the top.