

WORDLIST = [list of game words]
-MAXGUESSES = 6

Create dashes:
RESULT = empty string
FOR each letter in word:
IF letter is in guessed letters:
ADD letter to RESULT
ELSE:
ADD underscore to RESULT
RETURN RESULT

GAME SETUP:
-Choose a random word from WORDLIST
-Create empty list of guessed letters
-Set initial number of guesses remaining

MAIN GAME LOOP:
WHILE game is not over:
1.Create word display using create_word_dashes()
2.Display current word state (with blanks)
3.Display remaining guesses
4.Ask player to guess a letter

IF letter is in the word:
-Add letter to guessed letters
ELSE:
-Reduce number of guesses
-Reduce image visibility

CHECK GAME CONDITIONS:
IF all letters are guessed:
-Display winning message
-END GAME
IF no guesses remaining:
-Display losing message
-Reveal full word
-END GAME

GAME RESET:
-Clear previous game state
-Choose new random word
-Reset guesses
-Reset image visibility

