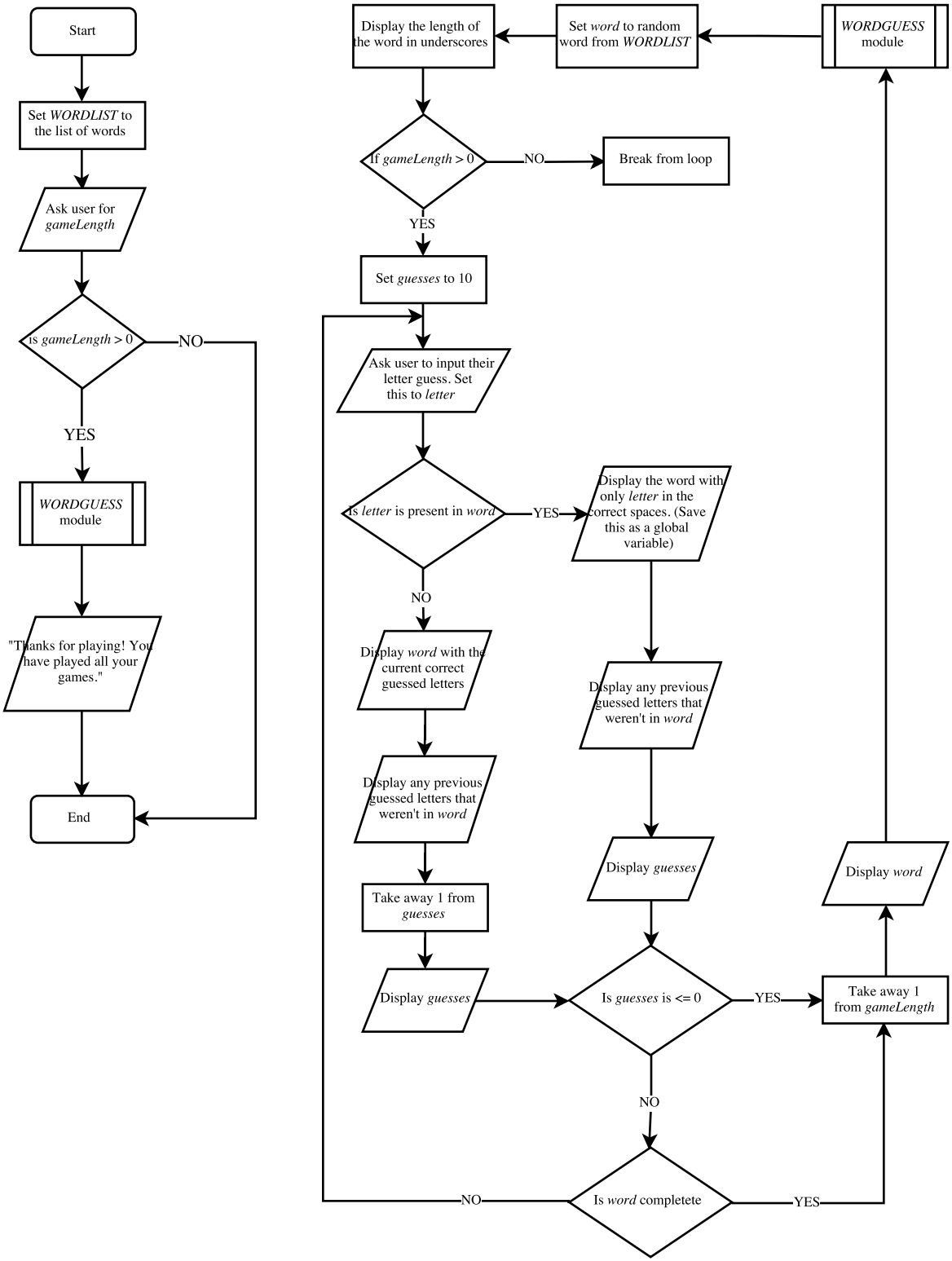
Start
Set *WORDLIST* to the list of words
Ask user for *gameLength*
is *gameLength* > 0
NO
YES
WORDGUESS module
"Thanks for playing! You have played all your games."
End
Display the length of the word in underscores
Set *word* to random word from *WORDLIST*
WORDGUESS module
If *gameLength* > 0
NO
Break from loop
YES
Set *guesses* to 10
Ask user to input their letter guess. Set this to *letter*
Is *letter* is present in *word*
YES
Display the word with only *letter* in the correct spaces. (Save this as a global variable)
NO
Display *word* with the current correct guessed letters
Display any previous guessed letters that weren't in *word*
Display any previous guessed letters that weren't in *word*
Take away 1 from *guesses*
Display *guesses*
Display *guesses*
Is *guesses* is <= 0
YES
Take away 1 from *gameLength*
Display *word*
NO
Is *word* completete
NO
YES