**Wheel of Fortune**

Pseudocode

import puzzles csv

set rounds dictionary to 3, proper round puzzles with corresponding categories

set up wheel and values

set up list of dictionaries with player, round money, total money

for 3 rounds

set hidden puzzle to be matching underscore string

set up chosen letter dictionary all false

if in first 2 rounds

show hidden puzzle and category

choose random player turn index

while the puzzle hasn’t been solved

print menu

get menu choice

while invalid menu choice

check if menu choice is valid

if menu choice is spin

pick random wheel value

if wheel value is lose a turn

print next player

player turn index goes to next player

else if wheel value is bankrupt

player round $ goes to 0

print next player

player turn index goes to next player

else

get consonant guess

while invalid consonant guess

check if valid guess

if puzzle contains consonant

set letter on chosen letter dictionary to true

reveal consonant on hidden puzzle

increase player round $ by wheel value \* count

else

print next player

player turn index goes to next player

else if menu choice is buy a vowel

if player has enough round money

get vowel

while valid vowel

check if input is vowel and not selected

if puzzle contains vowel

reveal vowel on hidden puzzle

subtract 250 from player round $ by wheel value \* count

else

print next player

player turn index goes to next player

else if menu choice is solve the puzzle

get solve

while invalid solve

check if solve is same length as puzzle

if solve matches puzzle

add player round money to player total money

else

print next player

player turn index goes to next player

else

print invalid choice message

else if in last round

reveal r, s, t, l, n, e

get 3 more consonants and a vowel

while invalid responses

check if valid 3 consonants and a vowel

show hidden puzzle and category with responses revealed

get puzzle guess

if they guess correctly (one guess)

player winnings increases by final cash prize

print total winnings