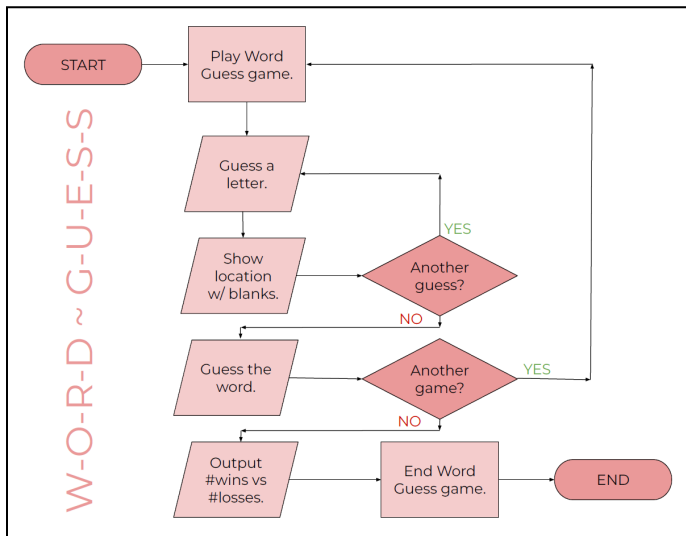


GAME

Use the [Google Draw](#) tool and [Scratch](#) for this mission task.

Here is your challenge: Flowchart the plan for your program and then create the game using the tools provided above. Your plan must reflect the game you create. See the examples below of one that was completed in the Python language to create the **Word Guess** game.



```
Code
60 happyMan(o);
61 print("You are so smart! " + o)
62
63 # WIN OR LOSE
64 if(f != w):
65     print("You guessed: " + f)
66     print("SORRY, YOU DID NOT BEAT W-O-R-D ~ G-U-E-S-S!")
67     print("The word was [" + w + "].")
68     sadMan(":")
69     lg = lg + 1
70 else:
71     print("You guessed: " + f)
72     print("CONGRATULATIONS, YOU BEAT W-O-R-D ~ G-U-E-S-S!")
73     happyMan(":")
74     wg = wg + 1
75
76 # FINAL RESULT
77 print("")
78 print("*****")
79 print("You lost " + str(lg) + " out of 5 games ... :)")
80 print("You won " + str(wg) + " out of 5 games ... :)")
81 print("*****")
82 print("THANK YOU FOR PLAYING W-O-R-D ~ G-U-E-S-S!")
83 print("*****")
84 print("")
85 print("")
86 k=input("Press the [Enter] key to exit the game.")
87
```

Click on the image to see the program run!

```
*****
GAME #1
*****
LET'S PLAY W-O-R-D ~ G-U-E-S-S!
***You will get nine guesses!***
Guess a letter (lower-case only):
- - - - -

Guess a letter: a
GUESS #1 ==>      - - - - - --> Guessed: a
Guess a letter: e
GUESS #2 ==>      _ E _ - - - - --> Guessed: e
Guess a letter: i
GUESS #3 ==>      - - - - - --> Guessed: i
Guess a letter: o
GUESS #4 ==>      - - - _ O _ _ - --> Guessed: o
Guess a letter: u
GUESS #5 ==>      - - - - - --> Guessed: u
Guess a letter: r
GUESS #6 ==>      - - - - - --> Guessed: r
Guess a letter: _
```