

## Start game

- ① Welcome with name input
- ② Explain what hangman is

- ③ Ask if player wishes to play

NO

- ① Thanks for playing name!
- ② End program

yes

- ① pick random word
- ② explain how guessing works  
and length of the word  
Player starts guessing

display correct and incorrect  
guesses

↓  
draw gallows

```
def guess(word, already, blanks):
```

```
    already guessed = [t, p]
```

```
    word = [None, a, b]
```

```
    blanks = [t, -, -]
```

```
    guess = input() list
```

blanks and word have  
same index, so when  
word has guess, replace  
blank with the character

```
for i in guess
```

```
    blanks = [-, -, -]
```

```
    if i in already guessed:
```

```
        print('you already guessed ' + i)
```

```
        return guess(word, already...)
```

```
if '-' not in blanks: # word guessed
```

```
    correctly-guessed = True
```

```
else:
```

```
    for i in range(len(guess))
```

```
        if word[i] in guess[i]
```

```
            blanks[i] = word[i]
```

```
            word[i] = None
```

```
            correct += 1
```

```
        else:
```

```
            oops += 1
```

```
    return guess(word, already
```