When game starts

Import the random module

Import the time module

Define wordList list

Define letterGuess module:

Set userGuess to global

While length userGuess is greater than 1 or or userGuess is in guesses list:

Display “Sorry, the character(s) you entered is not correct input or has already been guessed. Please enter a letter”

End while

Return the userGuess variable with its value

End define

Define wordConvert function:

For i value in range of the length of wordToGuess:

if wordToGuess value i equals letter

uncovering value i equals letter

End if

End for

End define

Display “HANGMAN Hello and welcome to hangman! To win this game, all you have to do is to guess all of the letters in the word. Try not to get too many incorrect guesses or otherwise you will lose. Good luck!")!”

Set numbGames variable to 0

While numbGames is less than 1 or greater than 3:

Try:

numbGames equals user input “How many games do you want to play? (Up to 3)”

if numbGames less than 1 or greater than 3:

Display “Please enter a number between 1 and 3”

End if

Except ValueError:

Display “Please enter a number between 1 and 3”

End while

Set roundNumber to 1

While numbGames is greater than 0:

Display “Get ready for game” and roundNumber

Wait 1 second

Set rand to random range of 0 index to wordList size

Set wordToGuess equals wordlist with rand selection

Set uncovering to empty list

Set incorrectGuessRem to equal 8

Set guesses to empty list

For letter in range of the length of wordToGuess:

uncovering equals uncovering + underscore

End for

While underscore is in uncovering and incorrectGuessRem is greater than 0:

Display “Incorrect Guesses Remaining:” and incorrectGuessRem

For value i in uncovering list:

Display join function

Display nothing

Display “Letters guessed:” and continue line

End for

For value i in guesses:

Display join function

Display nothing

End for

userGuess equals string input

userGuess equals userGuess and lower function

Set guesses to guesses + userGuess

If userGuess input is in wordToGuess:

Call wordConvert function with userGuess as input

Display “Yay that letter is in the word!"

else:

Set incorrectGuessRem to incorrectGuessRem-1

Display "Sorry the letter you guessed is not in the word."

Display nothing

End if

End while

If incorrectGuessRem has a value of 0:

Display “Sorry but you have run out of guesses! The word you were trying to guess was" and wordToGuess

Display nothing

Set roundNumber to roundNumber+1

Set numbGames to numbGames-1

else:

Display “Congratulations you won! The Word you guessed was" and wordToGuess

Display nothing

Set roundNumber to roundNumber+1

Set numbGames to numbGames-1

End if

End while