**>>> PSEUDO-CODE: HANGMAN BY VINCENT KY NGUYEN**

**IMPORT THE RANDOM FUNCTION**

**SET THE LIVES TO 7**

**MAKE THE LIST OF LIVES USING TEXT-BASED IMAGES OR NUMBERS**

**MAKE DIFFERENT CATEGORIES (LISTS) OF WORD CHOICES**

**MAKE AN EMPTY LIST OF INCORRECT LETTERS**

**SHOW THE TITLE**

**IF THE PLAYER PRESSES ANYTHING, WELCOME THE PLAYER**

**DISPLAY CATEGORIES**

**MAKE THE PLAYER CHOOSE A CATEGORY**

**IF IT IS RANDOM, CHOOSE A RANDOM CATEGORY**

**PICK A RANDOM WORD FROM THE CHOSEN CATEGORY**

**DISPLAY THE CHOSEN CATEGORY AFTER EACH GUESS**

**MAKE A VARIABLE TO TURN THE WORD INTO UNDERSCORES AND MAKE IT HIDDEN**

**ALWAYS DISPLAY THE LIVES**

**DISPLAY THE HANGMAN VISUAL AFTER EACH GUESS ACCORDING TO THE LIVES**

**DISPLAY THE HEARTS AFTER EACH GUESS ACCORDING TO THE LIVES**

**ASK THE PLAYER TO GUESS A LETTER**

**IF IT IS NOT A VALID LETTER, DISPLAY A MESSAGE SAYING THAT IT IS NOT A VALID LETTER**

**IF IT IS LEFT EMPTY, DISPLAY A MESSAGE SAYING THAT IT CANNOT BE LEFT EMPTY**

**IF THEY GUESS A LETTER MORE THAN ONCE, DISPLAY A MESSAGE SAYING THEY CANNOT DO THAT**

**IF IT IS CORRECT, DISPLAY THE LETTER**

**IF IT IS WRONG, LOSE 1 LIFE**

**FOR EACH INCORRECT LETTER, DISPLAY ‘\_’ AND ADD LETTER TO INCORRECT LIST**

**SHOW THE PLAYER THE LETTERS THEY GUESSED**

**CLEAR THE SCREEN USING 100 NEW LINES**

**REPEAT UNTIL THE WORD IS FULLY REVEALED OR THERE ARE NO LIVES LEFT**

**IF THERE ARE NO LIVES, DISPLAY ‘GAME OVER’**

**IF THEY WIN, DISPLAY ‘YOU WIN!’**

**ASK THE PLAYER IF THEY WANT TO RESTART THE GAME**

**IF THEY SAY YES, RESTART THE GAME**

**IF THEY SAY NO, EXIT THE GAME**