Pseudocode

Variables

Lives = the lives the player has

LevelOfGame = is to choose the amount of lives they have if they want a easy game choose 3 or if the want a easy game choose 1

NameOfUser = is the name of user

Rungame = is fasle to start a while loop

GamesWanted = is to check how games want between 1 to 3

NUMBER\_OF\_GAMES = is to limit the user of games

WORDLIST = is the words for the game

Chosen\_word = is the word that is chosen to get played

LettersGeussed = is to make the list of letters the user has geussed

Word\_geussed = the word that is geussed

Joined\_word = join words

GeussesOfPlayer = the letters that is being guessed by the user.

Response = to ask if the player wants to play again

WrongGuesses = is to reset lives each time

PlayedGames = is the games they have played

Enter function import random

Ask the name of player and store it in nameOfUser

Output the rules of the game.

Make a module called lifes()

Make lives a global variable

Set lives = 0

Set geuss = True

While geuss != False: #which creates a while loop

Ask the user for how hard or easy he wants the game, store it in levelOfGame

If levelOfGame = 1 set lives to 5

Geuss = false

Elif levelOfGame = 2 set lives to 10

Geuss = false

Elif levellOfGame = 3 set lives to 15

Geuss = false

Else ask the user to choose again

And return the variable lives

Make module called letter\_geusses()

While playedGames != gamesWanted

WORDLIST= ["apple", "anaconda", "biology", "bankrupt", "catastrophic", "candy", "dangerous", "discussions", "entrepreneur", "equal", "football", "function", "ghetto", "galactophorous", "hangman", "honduras", "income", "infrastructure", "joules", "jargon", "kiwibank", "kazakhstan", "landlocked", "luxembourg", "manipulate", "managing", "netherlands", "net", "orange", "open", "paraguay", "pants", "quick", "qatar", "russia", "rwanda", "switzerland", "santa", "turkmenistan", "unicorn", "vietnam", "wallaby", "xylophone", "yemen", "zimbabwe"]

Chosen\_word = random.choice(WORDLIST).lower()

lettersGeussed = []

word\_geussed = []

Create a for loop of letter in chosen\_word:

.append("-") word\_geussed

Else:

Set joined\_word = None

Output chosen\_word

Create a while loop of live != 0 and "-" in word\_geussed

Output how many lives the player has

Set joined\_word = "".join(word\_geussed)

Try:

GeussesOfPlayer = ask the user for a letter between a to z

Do a except to check for invalid answer

Else if not geussesOfPlayer.isalpha()

Output saing that it is not a letter geuss again

Elif geussesOfPlayer in lettersGeussed

Output you have geussed that letter geuss again

Else pass onto the next part

lettersGeussed.append(geussesOfPlayer)

For loop of letter in range(len(Chosne\_word)

If the geussesOfPlayer == chosen\_word[letter]

Replace all letters in the chosen\_word

If geussesOfPlayer is not in chosne\_wod

WrongGuesses +1

If there is no "-" in word\_geussed

Output Congratulation [] was the word

Else

When wrongGuesses == lives

Output unlucky the word was []

Display you have plyed this amount of games

When gamesPlayed = gamesWanted end game

Main routine

Set wrongGuesses to 0

Ask user for how many games they want to play store it in gamesWanted

While runGame == false to create a while loops

If gameWanted in NUMBER\_OF\_GAMES

RunGame = true

If gamesWanted not in NUMBER\_OF\_GAMES

Output saying please choose from one to three

GamesWanted = input of user between 1 to 3

Lifes()

Letter\_Guesses()