Hangman Pseudocode

-Create list of words

-Provide user with random word from list of words- use random module

-Provide length of said word (eg. 4 letter word = \_\_ \_\_ \_\_ \_\_)

-Provide user with alphabet so they know their guessing options

-Create a point system that subtracts 1 point per guess

-Prompt user for a letter

-If the letter has already been input, is not a letter, or is more than 1 letter, return to prompt

-If letter has not been input, run through word letter by letter:

-If the letter input is in the word:

-Return word length with letter input placement

-Remove letter from alphabet and return alphabet

-Return to prompt

-If letter input is not in the word:

-Substract 1 point

-Return alphabet

-Return to prompt

Cool things to do if time allows

-Make it so a word, not just a letter can be guessed

-Easy, medium, hard versions

-Versions based on word category, eg. colors, foods, types of ice-cream

-Two player version (friend enters a word for you)

-Keep a cumulative score, continuing until player quits

-Provide a fragment with the word in it

-Provide hints (either a letter in the word, or an association)

-Instead of Hangman, create something less disturbing, eg. “Escape being pooped on by a Bird”

-Define Hangman word

-Use visuals, eg. Turtle