Hangman Pseudocode

1. Display “Press any key to get started.”
2. Display the number of guesses allowed.
3. Computer randomly selects one artist from an array of music artists.
4. Count the number of characters in the string of the artist name.
5. Display a quantity of underscores equal to the number of characters counted.
6. Identify each character in the string.
7. Write a function that compares the key pressed by the user to the characters in the string.
8. If there is an exact match(es), display the letters in the proper position in the string.
9. Increment the number of guesses by one.
10. Compare the number of guesses used to the number of guesses allowed.
    1. If “guesses used” is less than “guesses allowed,” decrement the quantity of guesses by one.
11. If the user guesses all the letters before the allotted number of guesses is used the user wins.
12. If the user uses all the guesses without solving the game, the user loses.