Hangman Game Pseudo Code

1. Computer randomly chooses a word from an array of “Princess/Super Hero” words.
   1. The word has a place holder of “\_” for each letter in the word.
2. User presses a letter key to make a guess.
   1. User can only press letter keys to make a guess
   2. Prompt user to press a letter key to make a guess
   3. If the letter has already been guessed, prompt user to guess a letter not already used.
3. If the guess is incorrect, the remaining guesses are reduced by 1.
   1. A hangman picture will change/progress with each wrong guess until it shows the full hangman with X’s over eyes.
   2. The letter is stored in the wrong letters already guessed area (array).
   3. If the guesses remaining is now 0, the user gains a loss.
   4. A new word is automatically chosen randomly by the computer
4. If the guess is a correct letter, it is revealed in the space holders for each letter of the word.
   1. If the full word is showing, the user gains a win.
   2. A new word is randomly chosen by the computer.

Game Modes

1. Easy
   1. On 1 or 2 guesses left, change to show a picture of the matching princess
   2. Guesses are at 12.
2. Medium
   1. On 1 or 2 guesses left, play a song that goes with the princess
   2. Guesses are at 10.
3. Hard
   1. Reduce guesses to 8 and give no hints.