The Hangman game flow

1. **pick a random word from a list**
2. **display the word or partially guessed word**
3. **get user's guessed letter**
   1) check for valid input
   2) check if guessed the correct letter

4. **Check if the game has been won**

Objectives

1. Create a markdown theory notes for your AQA AS computer science

2. get familiar with using markdown

3. get familiar with using github