```
# Lindsey Oh Wheel of Fortune Pseudocode

# new_word function: generate a random English word
GET random English word from dictionary file # similar to Hangman code
SET GLOBAL variable word = the randomly chosen word
SET GLOBAL variable onscreen as a list of hyphens (the length of the word)
PRINT onscreen

# spin_the_wheel function
SET wheel_list as a list of 24 entries with two BANKRUPT segments, one LOSE A TURN
segment, and 21 cash values
SELECT a random element from the wheel_list
ASSIGN the selected element to a GLOBAL variable so it can be accessed outside of the
function

# New game variables
SET Player 1, 2, 3 round_banks (round_bank1, round_bank2, round_bank3) to zero
SET Player 1, 2, 3 game_banks (game_bank1, game_bank2, game_bank3) to zero
SET variable game_is_played to True

# Gameplay
WHILE game_is_played is True
       FOR the first two rounds in the game
       SET variable consonant_list as a list of all consonants
       SET variable vowel_list as a list of all vowels
       USE new_word function
WHILE variable onscreen is not equal to variable word # Begin a round
FOR each player in the game
PRINT "Your turn, player[i]" and round_bank[i] balance
USE spin_the_wheel function
IF wheel lands on BANKRUPT
SET round_bank[i] = 0
PRINT round_bank[i] balance
END player[i] turn
ELIF wheel lands on LOST A TURN
END player[i] turn
ELIF wheel lands on a cash value
PRINT consonant_list
                                PROMPT user for a consonant
                                REMOVE this consonant from consonant_list
IF the user guesses the incorrect consonant
END player[i] turn
ELIF # the user guesses the correct consonant
       MULTIPLY cash value by number of consonants
                                ADD total cash value to round_bank[i]
                                PRINT bank[i] balance
                                PROMPT user for consonant, vowel, or complete guess
                                IF consonant
                                        restart code from "spin_the_wheel"
                                IF vowel
                                PRINT vowel_list
                                PROMPT user for a vowel
                                REMOVE this vowel from vowel_list
                                SUBTRACT 250 from round_bank[i]
                                PRINT bank[i] balance
                                IF vowel is incorrect
                                END player[i] turn
                                ELSE # vowel is correct
                                PRINT updated variable onscreen
                                restart code from "PROMPT user for
                                        consonant, vowel, or complete guess"
                                IF complete guess
                                IF complete guess = word
```

```
                                            other players' round_bank = 0
                                            ELSE
                                            END player[i] turn
                                            ENDIF
ELSE invalid input
ENDIF
ENDIF
ADD round_bank[i] to game_bank[i]
                    ENDFOR
            ENDWHILE
       ENDFOR
       # Round 3 (Final Round)
       SET variable bankfinal = MAX(game_bank1, game_bank2, game_bank3)
       IF game_bank1 == game_bank2 or game_bank1 == game_bank3 or game_bank2 == game_bank3
       randomly choose a winner
       ENDIF
       PRINT bankfinal balance
       SET variable consonant_list as a list of all consonants
       SET variable vowel_list as a list of all vowels
       USE new_word function
       FILL IN the letters RSTLNE in variable onscreen
       REMOVE the letters RSTLN from consonant_list
       REMOVE the vowel E from vowel_list
       FOR three consonant rounds
            USE spin_the_wheel function
IF wheel lands on BANKRUPT
SET bankfinal = 0
PRINT bankfinal balance
                   END current consonant round
ELIF wheel lands on LOST A TURN
END current consonant round
ELIF wheel lands on a cash value
PRINT consonant_list
                   PROMPT user for a consonant
                   REMOVE this consonant from consonant_list
IF the user guesses the incorrect consonant
END current consonant round
ELIF the user guesses the correct consonant
       ADD cash value to bankfinal
                          PRINT bankfinal balance
                          END current consonant round
                   ENDIF
            ENDIF
       ENDFOR
       PRINT vowel_list
       PROMPT user for one last vowel
       REMOVE this vowel from vowel_list
       SUBTRACT 250 from bankfinal
       PRINT bankfinal balance
IF the vowel is in the word
       PRINT updated variable onscreen
       PROMPT user for word
            IF user guesses correctly
                   ADD cash value to bankfinal
                   PRINT bankful
                   SET game_is_played to False
            ELIF user guesses incorrectly
                   SET game_is_played to False
ELSE
            SET AND DISPLAY timer
PROMPT user for word
            IF user guesses correctly
                   ADD cash value to bankfinal
```

```
                    PRINT bankfinal
                    SET game_is_played to False
              ELIF user guesses incorrectly
                    SET game_is_played to False
         ENDIF
ENDWHILE
```