

Spaceman Pseudocode

1. Initialize game:

- Click “New Word”

2. Display the game state:

- Show the partially guessed word in boxes
- Show the list of incorrect guesses under “Incorrect”

3. Get user input:

- Let the user pick a letter by clicking on it in the word bank
- Check if the letter is in the word

4. Update game state:

- If the letter is in the word, make it disappear in the word bank and reveal it in the partially guessed word
- If the letter is not in the word, slash it out in red in the word bank and add a limb to the stickman

5. Check for win/loss condition:

- Win: If the word is fully guessed, display a win message
- Loss: If the word is not guessed within the allowed number of attempts, display a loss message, reveal the word, display yellow beam, make stickman disappear

6. Allow the player to choose a new word