

Non-OOP Wheel of Fortune Python Game

Variables, lists and dictionaries:

- Player list, 3 users with associated values
 - Player dictionary
 - Name
 - Bank
 - has_million_token=false
- Active_player
 - Integer that is used to determine active player and next player
- Wheel
 - 24 segments * 3 spaces a piece (except for MDS)
 - Type, Label, Value
 - Million Dollar Segment
 - 1 space wins, 2 spaces bankrupt
- Active wheel value
 - Random 'spin' of the wheel, equal to the value of randomly obtained item from wheel
- Puzzle
 - Reference Word Guessing game
- Rounds (Int)
 - 1, 2 and final
 - 1 & 2 are 3 player
 - Final is single player /w largest bank
- Letters (list)
 - Contains all letters or user string.ascii_char()
- Final Round letters (list)
 - Contains R, S, T, L, N and E
- Vowel, Vowel Cost (list) (int)
 - Contains vowels
 - Cost: 250
- Guessed_letters
 - List containing letters already guessed
- Final guesses
 - List containing puzzle guesses for final round
- Win checker
 - Bool to check if round was won

Game:

Set up:

Initialize variables, lists and dictionaries

Initialize 3 players with empty banks and preset names: Bob E. Flay, Sue E. Chop, Tone E. Stark

Print welcome statement with game title and player names

Main loop:

Round 1&2 (if round in [1,2]):

 Print round number and statement

 Generate random puzzle for players to solve

 Display blank puzzle like Word Guessing Game

 Start with player1(Bob)

 Player Turn():

 Turn start...

 Print player name and bank value

 Wait 1 second

 Spin the wheel()

 Store value to active value

 Print active value + statement

 If active value is 'lose a turn' or 'bankrupt',

 Apply effect

 Skip to next player

 Else

 Prompt user for consonant

 If on board and not in already guessed letters and not in vowels

 Add to guessed letters

 Award player bank with wheel amount

 Show board

 Go to turn continued

 Else

 Print bad guess and skip to next player

*Turn continued():

Prompt user input for action

Do one of 3 things (if get_number_input == ...):

1. Spin wheel and pick consonant

Random wheel value

If...

else

Get user consonant choice

If...

Else...

2. Buy vowel()

If player has 250 or more in bank

Remove 250 from bank

Prompt for user input

Recycle if not in vowels

If on board and not in guessed words

Reveal and go to turn continued

Else

Print statement and skip turn

3. Solve_puzzle()

Guess = solve_puzzle()

If guess == puzzle

Win = True

Else

Print statement

Go to next player

If win = True

Print statement that player x won

Win = false

```
        Round += 1
        Empty guessed letters
        Stuff?
        Break
    If active player not in [0,1]:
        Active player = 0
    else
        Active player += 1
```

Round 3:

```
    Print final round statement
    Find and select player with highest bank total
    Display user and bank
    Generate puzzle
    Put base words in guessed letters
    Prompt user to guess 3 consonants and a vowel one by one
    After all have been recorded to guesses
        Display puzzle
    Print statement; player has 3 guesses to answer the puzzle OR 15 seconds
    While True:
        If len(final_guesses) < 3:
            Guess = solve_puzzle()
            Append guess to final guesses
            If guess == puzzle:
                User wins and receives additional 10,000 to bank
                Print win statement
                Display name, amount won
            Else:
                Print incorrect
                Loop back
```

Else:

Print lost statement

Display name, amount won

Print exit statement

Wait 5 seconds

Exit()

If has_bugs == True:

Squash_bugs()

Print("problem solved")