The flowchart goes from start and initialises the following variables

- Rounds = 5
- Overall score = 0
- Array User_Guess (array length of nine) - contains nothing at the moment
- Array of Letters (array length of ninety-nine) contains the following letters:

1. 12 e
2. 9 a, i
3. 8 o
4. 6 n, r, t
5. 4 l, s, u, d
6. 3 g
7. 2 b, c, m, p, f, h, v, w, y, k
8. 1 j x q z

- Count for random letters = 0
- Array ran_letters (array length = 9) contains nothing at the moment
- Ran_num = ran(0,98)
- Score = 0
- Count_for_vowels = 0
- Is count_for_ran_letters < Array_Ran_letter length

    A. While this is true then Array_ran_letters [count_for_ran_letters] = Array_99_letters [Ran_number]
    B. Ran_number = ran(0,98)
    C. Count_for_ran_letters ++

- When the last bullet point becomes false then we move on to display Array_ran_letters contents
- Prompt the user to guess the biggest word they can think of using the given letters
- Place each character into Array User_guess
- Checking each letter to see if any are

A

E

I

O

U gets two points to be added to the score

And all other letters get one point added to score

- To check for all the letters, we check array _user_guess [count_for_vowels]
- Then check if count_for_vowels < array user_guess
    - If this true then count_for_vowels ++ then go back to checking process
- Add score to Overall score

- Check to see if the rounds has got to one
    - If not we go back to array_user_guess (we re-intialise all the variables from that point on)
- If this is true we display the overall score to the end user
- We then ask the do they want to play again
- If the answer is yes we restart the entire game
- If the answer is no we end the program