Python pseudocode – Abhiram D14

1. My code will have an introduction function which will introduce the rules and the beginning of the code to the runner.
2. Next, there will be a couple of variables that have a target, bomb, losses, attempts, and game.
3. The first function will be an introduction into the game and store all the print statements needed in the beginning (all the rules).
4. The next one will hold conditionals that will check how far or close the target is to the user’s input.
5. The following one will hold conditionals that will check how far or close the bomb is to the user’s input.
6. The next one will check whether the guess was the target or the bomb and if the attempts run out. It will prompt the user to play again or exit the game.
7. There will be another function which will hold the function calls and the scorecard for the game. This will show the game won and game loss.
8. In this game, there will be f strings, if statements, variables, print statements, and conditionals which will help show the closeness of the target and the bomb, what the target and bomb are and more.