**Pseudocode for the Hangman Game**

Int Main

Declare Boolean gameStyle //true for SinglePlayer false for MultiPlayer

Declare Boolean isGuessed = false

Declare String category, guesses = 5

Declare String Word

Declare String GuessedWord

Declare Const String[] foodWords{

}

Declare Const String[] countriesWords {

}

Declare Const String[] carsWords {

}

Display “Do you want to play in Single Player Mode or Multiplayer?”

Input gameStyle

StartGame()

End

Module StartGame () {

Display “Choose what category of words you want:

Food, countries, or cars”

Input category

switch (category){

case food:

word = foodWords[getRandomInt(foodWords.length)]

break;

case countries:

word = countriesWords[getRandomInt(countriesWords.length)]

break;

case cars:

word = carsWords[getRandomInt(carsWords.length)]

break;

}

Play()

}

Module Play () {

while (!isGuessed){

Display “Guess a letter”

Input guess

Boolean isGuessed = false

Int i = 0

While (i < word.length && guesses > 0) {

If (word[i] == guess){

GuessedWord[i] = word[i]

isGuessed = true

}

}

If (isGuessed) {

Display "Congratulations, you win!"

} else {

Application.Close // Ends the Game

}

}

}

Module MultiplayerPlayergame {

Display “What is the name of the second player?”

Input p2name

Display “Player 2, enter a word for Player 1 to guess”

Input word

guesses = 6;

Play()

}

Module getRandomInt (int max){

Return Math.floor(Math.random() \* Math.floor(max))

}