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Purpose: Flowchart for Game Project

System Libraries
I/O Objects
Standard Namespace

User Libraries
iomanip
iostream
fstream
ctime
cmath
cstdlib
string
vectors

Global Constants
none

Function Prototypes
void init();
int getChc();
string setPlyr(char, string &, unsigned int &);
char InthChk(string, int, char &);
void gmDsply(char, string, string[], int);
bool chckAns(string, char, string[], int, unsigned int &, vector<char>, unsigned int &, unsigned int &, bool &);
char guess(char &, string &);
void hngMan(unsigned int);
void gmStat(vector<char>, string[], int, unsigned int, unsigned int, bool);























