START

Import pygame, math, and random libraries

Initialize pygame

Set window dimensions and create display

Define fonts, button variables, and colors

Load hangman images

Initialize game variables (hangman\_status, lives, words, guessed letters)

DEFINE draw()

Clear screen with white background

Draw title and shadow

Display guessed letters or blanks for the word

Draw letter buttons

Display hangman image

Draw "HINT" button

Display remaining lives

Update display

DEFINE display\_message(message)

Pause briefly

Clear screen with white background

Display message in the center

Pause again

DEFINE main()

WHILE game is running

Check for events

IF quit event THEN exit game loop

IF mouse click event THEN

Check if a letter is clicked:

Update guessed letters and visibility

Update lives and hangman status if guess is incorrect

Check if "HINT" button is clicked:

Reveal a random correct letter if the hint is unused

Call draw()

Check win condition:

IF all letters guessed THEN display "You WON!" message

Check loss condition:

IF lives = 0 or hangman status = max THEN display "You LOST!" message

END WHILE

Return to restart or exit

CALL main() in an infinite loop

IF game is closed THEN break the loop

Quit pygame

END