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# import time
# import random
# import json (if necessary for file downloads)

# Set-up players dictionary of player number to bank total, initially 1:None, 2:None, and 3:None.
# Set-up variables for list of all wheel options here (get from a file)
# Set-up set/list of all words that can be used in the game (get from a file)
# Set-up lists for consonants and vowels to check through.
# play = True

while play:
    # Set list of total rounds here: rounds = [1,2,3]
    # Ask players what they're names are and update the player's dictionary with their name.
    # completed = False
    # i = 1

    # First and Second Round
    while i = 1 or i = 2:

        # Set up word for the round
        # Set up string for contestants

        # Print readable string with fill_string() function. This will add spaces between letters,
        # new lines for new words in a phrase.

        # Set up tracking list
        # Print tracking list

        while completed != True:

            # Let's each player take turns guessing the word/phrase
            for i in range(0,len(players_dictionary)):
                player_correct = True # Allows players to keep spinning the wheel after guessing correctly.
                player_guess = 0 # Allows for if statements when player starts new guess vs. guess again to
                buy vowels.
                while player_correct:

                    # Use wheel_spin() function, randomly generates an integer that chooses from the
                    set/wheel options, returning the value the player will be playing with.

                    # The incomplete word is always printed.
                    if (spin != "BANKRUPT") or (spin != "Lose a Turn"):
                        if player_guess == 0:
                            guess_letter(word_phrase, string, player_guess, spin, players_dictionary) # Can't buy
                            vowels
                            guess_word(word_phrase, string, spin, players_dictionary)

                        else:

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        player_guess = 1
        player_correct = guess_letter(word_phrase,string, player_guess, spin,
players_dictionary) # Can buy vowels now
        # If a player can't buy vowels and only vowels left: return False to skip the players turn
        guess_word(word_phrase, string, spin, players_dictionary)

        # Set condition where if all players can't afford a vowel and only vowels left, skip to
the next round.
        completed = check_complete(word_phrase, string, players_dictionary) # Returns True
or False
        # Once the word has been completed, set completed = True, and i +=1 to move to
next round.

# Final round
while i = 3:
    # If tie for bank_totals: first person in dictionary wins.

    # Has one player playing the game
    # Set up all required variables, with r,s,t,l,n,e already guessed for the string and tracking list.
    # Run a for loop to fill these in quickly.
    # Ask player for 3 consonants and one vowel.
    # Use function final_round(answer, string, tracking_list), use 4 input variables, add them all to a
list, and return the list to a variable.
    # Once done, also in the function, ask player to guess the word, set timer for 30 seconds to keep
input open.
    # Once guessed, check win conditions, print out resulting situation.
    # i += 1
    # play = False ends the program

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