











# Data Structures

## Wheel

List with 24 members:  
Initialized to:  
Lose Turn,  
Bankruptcy,  
\$100(or Bankruptcy2 if setting is  
True),  
150, 200, 250, 300, 350, 400, 450,  
500, 550, 600, 650, 700, 750, 800,  
850, 900, 100, 150, 200, 250, 300

## PlayerApp

List with elements of info about a  
player tracked across multiple  
games.

Name  
BioSnippet  
GamesPlayed  
GamesWon  
TotalWinnings

## PlayerGame

List with info needed during the  
game:

PlayerApp  
RoundTotal,  
Bank,  
SpecialFlags (not used)

## Players

List with elements of PlayerGame  
in order of turns in first round.

PlayerGame

## PuzzleDictionary

Dictionary containining all possible  
puzzles. Elements:

Puzzle  
Clue

## DisplayList

List the same length as letters in  
the current puzzle. Elements of  
True/False depending on if that  
letter should be revealed.

True/False

## GameInfo

List with elements of non-player  
specific info needed to play game.  
VowelsOnlyFlag

## Puzzle

List with the current Puzzle  
Elements:  
Puzzle  
Clue

## GuessesList

List with elements of letters that  
have been previously guessed  
Letters