List of possible variables

As part of the planning process I have created this companion document to go along with the flow charts (.png files). This document will be used to list out possible variables I can use as part of the python code and why I may use them:

1. Each word for each round will be kept static (as this was allowed) but can be easily changed using file I/O. The words will simply be assigned to variables like ‘round1word’ and a companion list will be created (e.g., say word1sofar = []) which will contain ‘\_’ as its initial entries. The number of underscores will be equivalent to the number of characters in the word that corresponds to it. The reason for this list is to keep track of what letters were already revealed during the duration of the round.
2. Turn -> this will simply be a variable set equal to zero when the program starts and will keep track of what turn we are on. The reason for doing it like this will be because we will be storing the bank amounts and player names as follows:
3. Players will be prompted for their names and each response stored in an intermediate variable. Next each variable will be put into a list called players = [] in the order that they were entered so that each player name can be easily referenced by turn (say for example we want the players name by the turn we are on (keeping in mind turn starts at zero) we would simply reference them by players[turn % 3]). The list ‘players will be declared to be a global variable’
4. Similar to how players name are stored in a list their banks will be as well. This will be done by initializing a bank = [0,0,0] with the first entry being the first players bank and so on. This again makes it easy to reference a players bank by what turn we are on (i.e., bank[turn % 3]). This allows us to update a players bank by what turn we are on and ensures accuracy in the update.
5. Another global variable will be wheel = [] which will be initialized as follows:
   1. wheel = [(50\*i+100) for i in range(22)]  
        
      wheel.append('bankrupt')  
      wheel.append('lose a turn')  
      for i in range(17,22):  
       wheel[i] -= 500
6. Other variables will be added as I actually begin to code but these will be it for now.