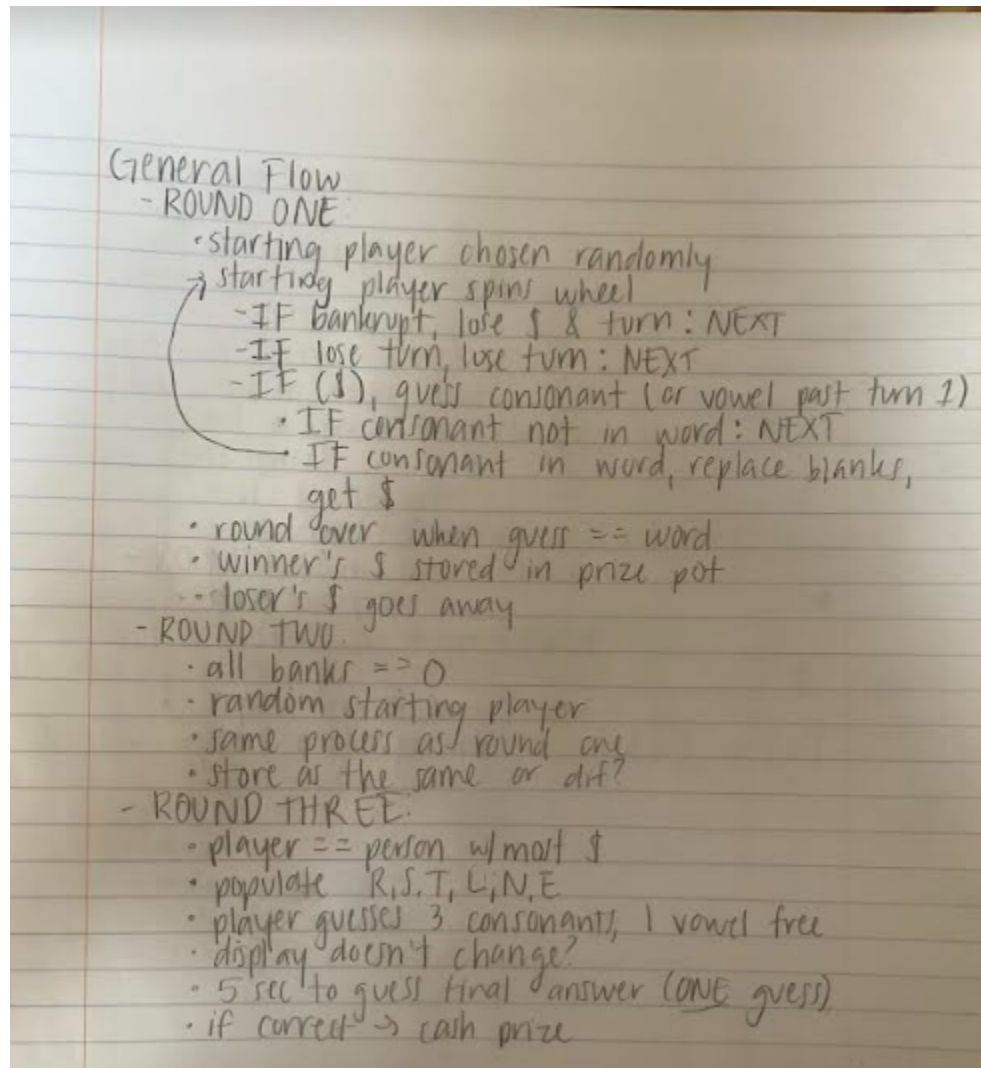
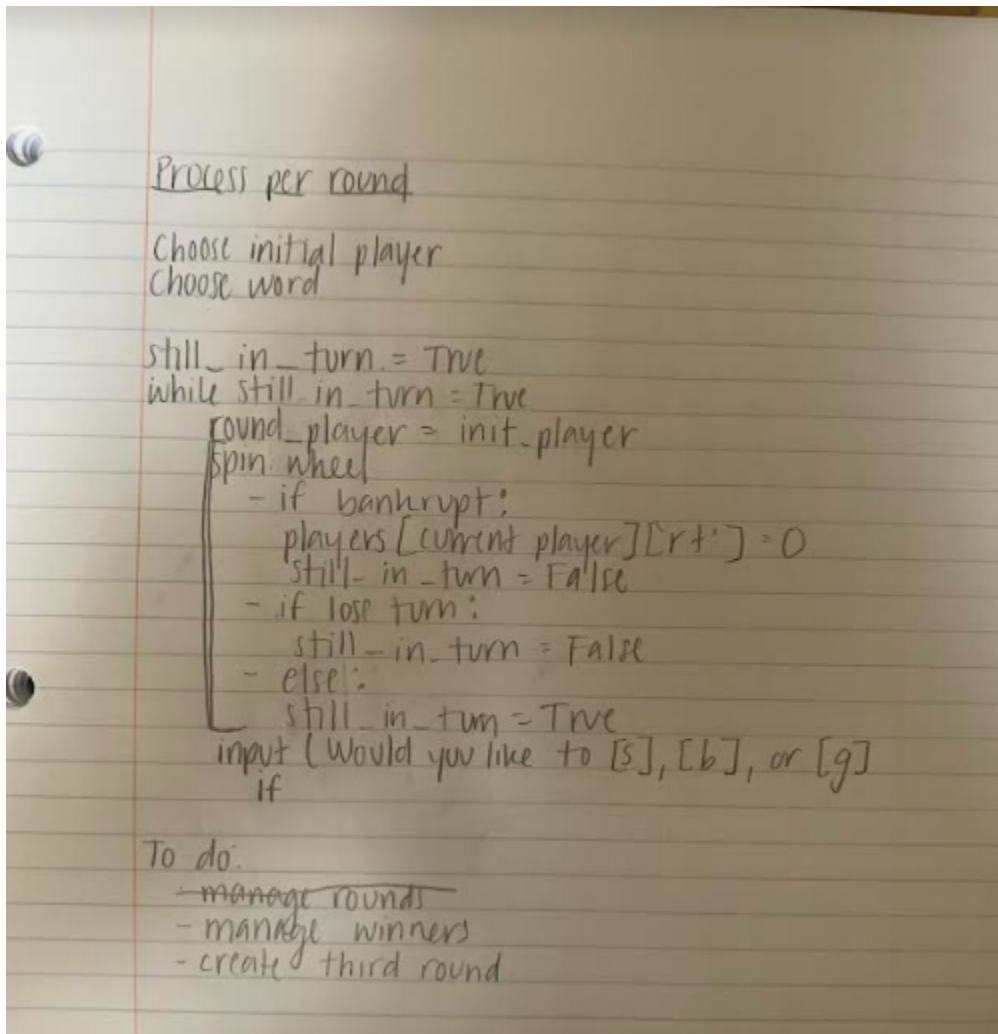


I have struggled to flowchart and conceptualize workflows in the abstract because I am so new to this. I have been figuring out everything best by trial and error! This was my general planning process. I know it doesn't 100% adhere to conventions, but it helped me work through the project really well and conceptualize what was going on with the game as a whole!

First, I wrote the general rules so that I could ensure I understood the game and start to conceptualize it in terms of Python:



Then, I started to write out pseudo code in my notebook. I quickly realized that typing would be better as it would allow me to make changes as I realized things needed to move around:



Process per round

Choose initial player  
Choose word

still\_in\_turn = True  
while still\_in\_turn = True  
    round\_player = init\_player  
    spin wheel  
    - if bankrupt:  
        players[current player][rt'] = 0  
        still\_in\_turn = False  
    - if lose turn:  
        still\_in\_turn = False  
    - else:  
        still\_in\_turn = True  
    input (Would you like to [s], [b], or [g])  
    if

To do:

- manage rounds
- manage winners
- create third round

Then, I finally ended up typing the beginning of my flow and color coding it into functions! Once I started doing this, the logic of the process “clicked” and I started working in VSC so that I could trial and error as I worked through everything.

process per round:

#### choose initial player

```
global init_player
init_player = random.choice(list(players.keys()))
```

#### choose correct word

```
global correct_word
global display_word
correct_word = random.choice(word_list)
display_word = '_' * len(correct_word)
```

```
current_player = init_player
```

```
still_in_turn = True
```

```
while still_in_turn == True
```

```
    input('Would you like to [s]pin the wheel, [b]uy a vowel, or [g]uess the answer?')
```

```
    if input == s
```

```
        global wheel_return
```

```
        wheel_return = random.choice(wheel_values)
```

```
        if get_wheel_return == 'BANKRUPT':
```

```
            print(f'You spun the wheel and it landed on {wheel_return}. Sorry, you lost your  
            turn and your money from this round. Better luck next time!')
```

```
            players[current_player]['roundtotal'] = 0
```

```
            still_in_turn = False
```

```
        if get_wheel_return == 'LOSE TURN':
```

```
            print(f'You spun the wheel and it landed on {wheel_return}. Sorry, you lost your  
            turn. Better luck next time!')
```

```
            still_in_turn = False
```

```
        else:
```

```
            print(f'\nYou spun the wheel and it landed on {wheel_return}!')
```

```
            global guess
```

```
            guess = input('\nGuess a letter! ')
```

```
            i = 0
```

```
            if guess in correct_word:
```

```
                while correct_word.find(guess, i) != -1:
```

```
                    i = correct_word.find(guess, i)
```

```
                    display_word = display_word[:i] + guess + display_word[i+1:]
```

```
        i += 1
        players[current_player]['roundtotal'] += wheel_return
        continue
    if correct_word == display_word:
        print(f'You win! The word was {correct_word}.')
        players[current_player]['roundtotal'] += wheel_return
        players[current_player]['gametotal'] = 'roundtotal'
        still_in_turn = False
    else:
        print('Sorry, wrong guess.')
        still_in_turn = False
```