

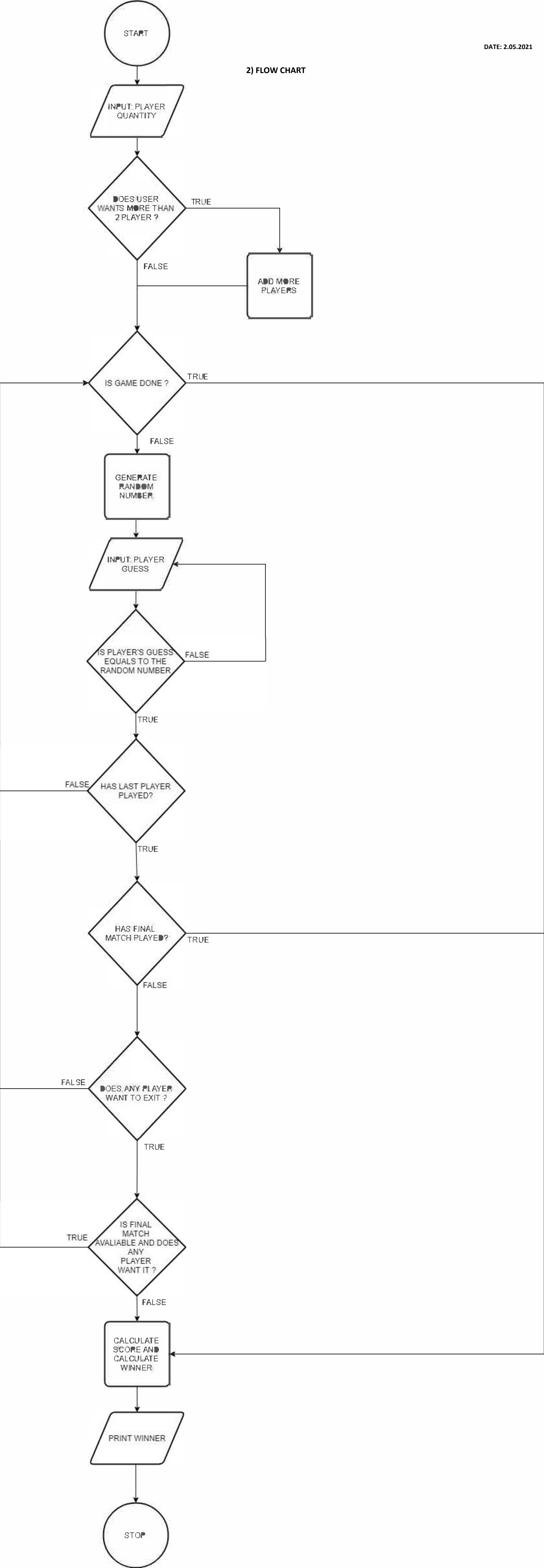
1) PSEUDO CODE

```

START
READ PLAYER QUANTITY
ADD MORE PLAYERS IF USERS WANT (DEFAULT 2)
CHANGE THE PLAYERS NAME IF USERS WANT (DEFAULT "Player1, Player2 ..... Playerx")
WHILE GAME IS NOT DONE
    CLEAR SCREEN
    PRINT SCORES
    PRINT HOW MANY TURNS HAS PLAYED
    GENERATE RANDOM NUMBER
    WHILE PLAYER GUESS IS NOT EQUALS TO RANDOM NUMBER
        READ PLAYER GUESS
        CHECK WHETHER PLAYER GUESS IS EQUALS TO RANDOM NUMBER
        IF PLAYER GUESS IS EQUALS TO RANDOM NUMBER
            READ DOES PLAYER WANTS TO EXIT OR CONTINUE
        ENDIF
    END WHILE
    IF THE LAST PLAYER HAS PLAYED
        ADD 1 TO GAME QUANTITY
        CALCULATE THE POINT
        CLEAR THE COUNTS OF MOVES OF EACH PLAYER
        IF FINAL MATCH HAS PLAYED
            GAME IS DONE (BREAK WHILE)
        ENDIF
        IF ANY PLAYER WANTS TO EXIT
            IF GAME QUANTITY LESS AND EQUAL TO 5
                CLEAR SCREEN
                GAME IS DONE
            ELSE
                CHECK AND ASK FOR FINAL MATCH
                IF FINAL MATCH IS NOT AVAILABLE OR PLAYERS DONT WANT TO PLAY
                    GAME IS DONE
                ENDIF
            ENDIF
        ENDIF
        CHANGE PLAYER
    END WHILE
    CLEAR SCREEN
    CALCULATE SCORES
    CALCULATE WINNER

```

2) FLOW CHART



3) ACCOMPLISHMENT LIST

- My program can generate random number,
- My program can count the number of turns and moves correctly,
- My program calculates scores correctly,
- My program can check continuation or quitting,
- My program can check final match is available or players want it,
- My program can add more player according to players input of quantity,
- My program can change names of players if they want it,
- My program can calculate the winner correctly,
- I have used functions for almost every process.
- I have checked the indentation of my code,
- I have add plenty of comments.