Pseudocoding the Psychic Game

Give the 10 letters from the alphabet.

Have the computer pick a letter at random out of that alphabet.

Prompt the user to type a letter.

If the letter is the same as the random letter chosen by the computer, player wins.

If the letter is different from the computer player reduces number of guesses.

The player should get 5 guesses

When 0 guesses remaining you’re on your last guess.

If you don’t guess correctly in the last guess you lose.

The loop should involve the computer sticking with one letter per round