1. How are you storing the word or phrase selection? How are you storing the 'blanks' version?
   * The word will be randomly selected from the dictionary text file read in by the readDictionary function, stored in the roundWord variable. The version of the word that is “\_”s will be stores in the roundWordUnderscore variable to be referenced and altered throughout the script.
2. How are you managing each player's turn?
   * Each players turn will be managed by the wofTurn function. In this function it will go into a while loop determining if the word is completely guessed or not. If it is completely guessed, the loop will break, and the turn will end. If it is not yet completely guessed, it will continue to prompt the player for either a spin, buy vowel, or guess word.
3. How are you maintaining each player's bank?
   * For each player’s bank, each time a player spins and guesses a consonant correctly, whatever value that spin resulted in, that value will be added to their roundTotal. If they buy a vowel, 250 will be subtracted from their roundTotal. At the end of each round in the wofRound function, each player’s roundTotals are transferred to their gameTotal and the roundTotals are reset.
4. What does the logic look like for managing a round?
   * Rounds are managed in the wofRound function. In this function, the initialPlayer is set by referencing the wofRoundSetup function. Then, there is a while loop running for while the round is still going. Considering the round is done when the word is guessed, there needs to be an if statement saying if there are any “\_” no longer existing in the roundUnderscoreWord, then the player’s roundTotals get transferred to their gameTotals and the round is over and moves onto the next. There also needs to be an update to move through players so each player gets a fair amount of turns. This will be done by increasing the initialPlayer number until it gets over 2 then returns to 0.
5. What does the logic look like for buying a vowel?
   * For buying a vowel, first check if the player has enough money in their roundTotal to purchase a vowel. If they don’t, print saying they don’t have enough and return something to send them back to picking a spin, vowel, or guess word. If they do have enough, prompt for an input of a vowel and if it is a vowel inputted, send it through the guessLetter function and take away the 250 cost for buying a vowel.
6. How are you running the game overall?
   * Overall, the game will begin by running the gameSetup function, which is reading in the textfile functions, then it will run the getPlayerInfo function to get the player names. Then it will go to the wofRoundSetup function which chooses a random player to start and runs the getWord function to choose the random word to be guessed each round from the dictionary. Then if will go to the wofTurn function which lets the player choose if they want to spin, buy vowel, or guess word. Which ever one the player chooses; the respective function will be triggered. These choice functions will cycle through (and also through player turns handled by wofTurn) until the word is completely guessed. Once guessed, the round will end (being handled by wofRound). This will go on for 2 rounds and then the third round will be called in by the wofFinalRound function which uses the player with the highest gameTotal. Then the player will be given a final word, the letters RSTLNE, and be prompted to guess 3 consonants and 1 vowel. After those guesses are made, the roundUnderscoreWord is shown with those letters filled in and the player will only have one chance to guess the word correctly. If they guess correctly, they are awarded the award of $1000000 plus the previous earnings. If they do not guess correctly, they do not win anything, and the game is over.