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| **INPUT** | **PROCESS** | **OUTPUT** |
| rounds | Check user’s input :  If rounds < 1  If rounds = 1  If rounds >1 | App ends  Runs the app once  Loops the app the desired number of rounds |
| vowelAmount | 1. Take the amount of vowels requested by the user 2. Randomise that amount of vowels using a loop. 3. Append the random vowels into a Stringbuffer. 4. Use the toString(); method to convert the StringBuffer into a String. 5. Output the randomised vowels as a String. | randomVowels |
| consonantAmount | 1. Take the amount of consonants requested by the user. 2. Randomise that amount of consonants using a loop. 3. Append the random consonants into a Stringbuffer. 4. Use the toString(); method to convert the StringBuffer into a String. 5. Output the randomised consonants as a String. | randomConsonants |
| p1Word | 1. Check if word is equal to a word in the wordBank. 2. If valid, check if it is greater than p2Word. 3. If valid and greater than p2Word, award a point to player 1. | p1Score |
| P2Word | 1. Check if word is equal to a word in the wordBank. 2. If valid, check if it is greater than p1Word. 3. If valid and greater than p1Word, award a point to player 2. | p2Score |
| play | If user inputs “yes”  If user inputs “no” | App begins  App ends |
| playAgain | Use a do while loop to check if the user would like to play again.  As long as the user responds “yes” to play again  When the user responds “no” to play again | App restarts  App ends |