

Start →

- Initial Info
- Get the message (string)
 - Create hidden message
 - Get how many Players have (1-3)
 - Get how many rounds (Pos num)
 - Create money amount for each Players
 - set money to 0

Player info[] →

1. Spin wheel
2. Buy vowel
3. Solve puzzle

1. Spin wheel
- Get rand number
 - rand = 0 ⇒ bankrupt
 - rand = 21 ⇒ return
 - Guess: A-Z except 'a' 'e' 'i' 'o' 'u'
 - reveal hidden message
 - add money (money x rand x founded letters)

2. solve puzzle
- if guess = secret message Player[] win
 - else return

3. Buy vowel
- guess letter ⇒ must 'a' 'e' 'i' 'o' 'u'
 - reveal hidden vowel
 - Subtract vowel fee

Testing

Inputted Values	Expected Output	Actual met Expected
Test	----	YES
'e'	(returned) cannot guess a vowel)	YES
't'	T - - t	Yes
'e' <buy a vowel>	Te - t , - \$10	Yes