Hangman Pseudo code

Variables we will need:

Image Array – string array

Level Array –

Word Array -- string array

Game Over – Boolean

Name – String

Wrong Guesses - Integer

Points - Int

Logic:

Starting Form{

label(Description of Game...)

label(Instruction for user...)

label(Enter Your name)

input Label= read line of name

label(What would you like to select as the difficulty)

Easy Button(When difficulty is selected open game form)

Regular Button (When difficulty is selected open game form)

Hard Button (When difficulty is selected open game form)

View High Score Button

}

Game Form{  
word = getWord(base on difficulty)

Input Label = Read line of letter

Enter Button(Enter the letter chosen/ call a function of letterEntered)

Label(Show letter Chosen)

}

LetterEntered{

//check the letter entered and see if it match

//check to see remaining lives

}

FLOW CHART: <https://miro.com/app/board/uXjVMN8PMQM=/?share_link_id=430139710835>