# Pseudocode

Project 1 – Guessing Game

1. Print Introduction to user
2. Make a list of game results.
3. While user wants to play:
   1. Generate the answer and bomb number
   2. Make a variable of number of guesses
   3. While playing:
      1. Say guesses
      2. Check guesses:
         1. No guesses: lose
         2. Else: continue
      3. Ask user for a guess:
         1. If bomb: lose immediately
         2. If win: win
         3. Otherwise: subtract guesses, say dist from bomb and from ans
      4. Record in game result list
   4. Display list of game results
   5. Ask player if they want to play
      1. Play: continue
      2. Else: break