**Hangman Pseudo Code**

H. Briggs

**Set-Up:**

* Create list of words to play
* Reset all to 0 or blank before starting game
* Computer generate a word from the words list
* Player type a letter from keyboard to start the game, reveal letter on screen

**Loops:**

* **If** the guessed letter matches one of the letters of the current word,
* Play a sound or song
* replace the blank space with the correct letter
  + **Else** player loses one live

Show incorrect guessed letter on screen

* **If** letter already guessed previously, alert that it’s already guessed and don’t lose live
  + - **Else If** remaining letters > 0 and lives = 0,
    - Player loses the game
    - Restart game
    - Reset lives allow for new game

**Else** keep playing until all blanks are filled and win

* Restart game
* Reset lives allow for new game

**User screen:**

* Number of lives remaining
* Game wins and loses
* Guessed letters
  + Correct letter replaces blank space
  + Incorrect letter listed so they know which letter already guessed