

Wheel of Fortune Plan

1. #puzzle and clues
2. # sets the number of rounds in the game
3. # tracks the game's round number
4. # list that tracks the starting order of players throughout game
5. ##puzzle and clue = color
6. # retrieves and stores string of empty puzzle
7. # fills out as letters are guessed; not meant to be printed
8. # stores uppercase alphabet in variable alpha
9. Number of players
10. Name each player
11. Each player spin
12. Highest score goes first, then second, then last
13. Spin or solve, buy a vowel
14. Guess consonant
15. Solve
16. Player wins money
17. Repeat for 3 rounds, highest player wins.