Psuedocode

1. Game chooses a new word
2. New game variables displayed.
   1. \_ \_ \_ \_ \_ (word)
   2. Number of Guesses Remaining
   3. Total Number of Wins
   4. Total Number of Losses
   5. Guessed Letter:
3. Wait for user to pick letter
   1. User picks a letter
      1. System checks to ensure the chosen letter is:
         1. Not chosen
         2. a valid letter
         3. in the right case
      2. If letter is NOT in the chosen word
         1. Subtract from number of choices
      3. If letter is in the chosen word
         1. Replace the respective \_ with the chosen letter.
      4. If choices left = 0
         1. Restart
         2. L++
      5. If word complete
         1. 1. Resart
         2. W++
      6. ELSE
         1. User should choose another letter

Variables:

numLosses

numWins

numRemainingGuesses

newWord

WordArray

lettersGuessed

lettersmatched