State machine diagram

Menu 1
(0.Quit / 1.Play)

user input == 1 → User information

User = enter name → Name

user = enter gender → Gender

user = enters age → Age

user input == 0

Menu 2
1.Animals 2.Countries 3.Fruits

user input== yes

user input = 1

user input = 2

user input = 3

Word Guessing

guesses left >0 & word found != true

Guesses == 0 or word found == true

Result

Menu 3
yes.restart
no.quit

User input == no

Confirm
Termination