Wheel of Fortune Pseudocode

Variable for player 1 bank

Variable for player 2 bank

Variable for player 3 bank

Variable for player 1 temp bank

Variable for player 2 temp bank

Variable for player 3 temp bank

List for the guesses made (blank in the beginning)

Turn variable

Current player

Check vowel function

1. Create variable for the while loop to run
2. Create while loop
3. Print statement to guess a vowel
4. Save user input to variable
5. Check if variable does contain “a, e, i, o, u
6. If variable contains consonant, give invalid response prompt
   1. Set loop variable to false
   2. End turn
7. If variable is vowel
   1. Check variable if it is contained in guess list
      1. Give prompt for guess already made
      2. end turn
   2. If variable is not in guess list
      1. Add guess to guess list
      2. If the variable is contained in the guess word
         1. Create for loop
            1. Check word to guess index = variable

Replace blank word index with variable

* + 1. If variable is not contained in the guess word
       1. Give prompt that is incorrect
       2. End Turn

Wheel spin function

1. Create an array and fill in the wheel spin with 22 prize amounts, one lose turn, and one bankrupt
2. Create a variable and set it to a random index in the array
3. Check the variable
   1. If variable is lose turn, the current player loses their turn and the next player goes
   2. If variable is bankrupt, player’s current round bank is set to 0 and the player loses a turn
   3. Else save variable and the amount is shown on the screen

Check consonant’s function

1. Create a variable for the while to run
2. Create while loop
3. Print statement to guess a consonant
4. Save user input to a variable
5. Check if variable does not contain “a, e, i, o, u,”
6. If variable contains vowel,
   1. give invalid response
   2. End turn
7. If variable is consonant
   1. Check variable if it is contained in guess list
      1. Give prompt for guess already made
      2. end turn
   2. If variable is not in guess list
      1. Add guess to guess list
      2. If the variable is contained in the guess word
         1. Create for loop
            1. Check word to guess index = variable

Replace blank word index with variable

* + - 1. Check how many times consonant is in the word and save as a variable
      2. Multiply the wheel spin amount by the count of the variable in the word and add to the bank temp
    1. If variable is not contained in the guess word
       1. Give prompt that is incorrect
       2. End Turn

Buy a vowel function

1. Check current player bank if it is more than $250
2. If not “you do not have enough money to buy a vowel”
3. If the player does have enough money
   1. Check vowel function
   2. Subtract 250 from current player bank
   3. Return to menu selection(spin wheel or buy another vowel or guess word)

Guess Word function

1. Check to see if the input is the length of the word
2. If not give a prompt and end turn
3. If the variable is the length of the word
   1. See if the guess is equal to the word
      1. If it is the player’s temp bank is added to the player’s bank
      2. If not add the to the guess list and end turn

End turn function

1. Add one to the turn variable
2. If turn variable % 3== 0
   1. Current player is = player 1 temp bank
3. If the turn variable %3 ==1
   1. Current player is = player 2 temp bank
4. If turn variable %3== 2
   1. Current player is = player 3 temp bank

Final round function

1. Check to see which bank has the highest amount
2. Set the highest bank amount to the correct player
3. Get the final round word
4. Input R, S, T, L, N, E for the word
5. Ask the user for thee consonant and a vowel
6. If the letters match in the word replace it
7. Ask the user for one final guess
8. Check the guess
   1. If it is correct add the winning amount and print a prompt
   2. If the guess is wrong, print prompt with current bank balance

Create a while loop for round 1

Show prompt for what the user can do (spin wheel and guess a consonant, buy a vowel, guess the word)

If the user chooses 1,

Check consonant function

If the user chooses 2,

Buy vowel function

If the user chooses 3

Guess the word function

Create a while loop for round 2

Show prompt for what the user can do (spin wheel and guess a consonant, buy a vowel, guess the word)

If the user chooses 1,

Check consonant function

If the user chooses 2,

Buy vowel function

If the user chooses 3

Guess the word function

Final Round function