STATE MACHINE FLOWCHART

STATE 0

STATE 1

STATE 2

Wrong
Guess

Wrong
Guess

Correct*
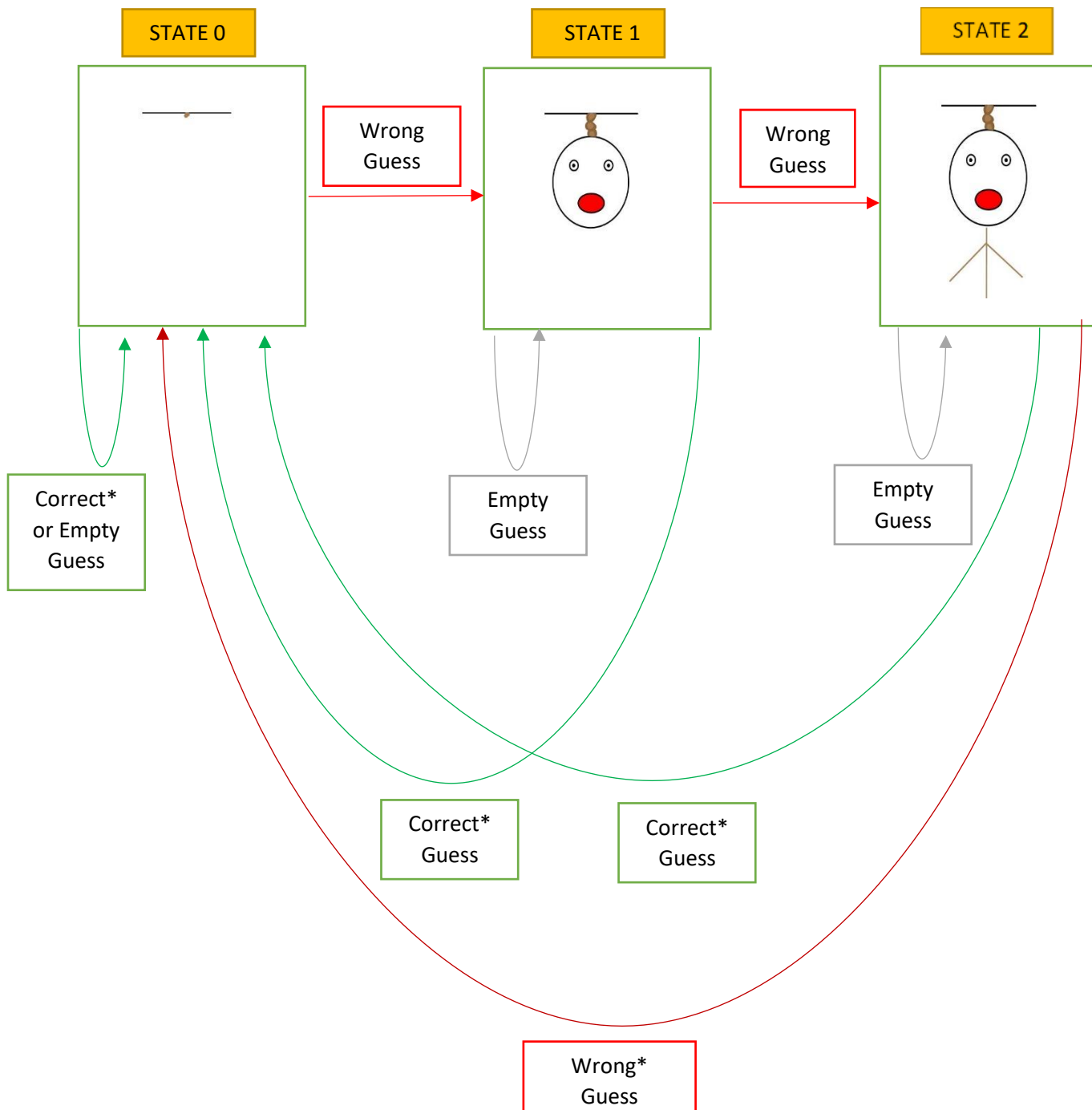or Empty
Guess

Empty
Guess

Empty
Guess

Correct*
Guess

Correct*
Guess

Wrong*
Guess

* For correct guesses, users will be bought to the win screen while final wrong guess will bring user to the lose screen. Both instances reinitialize game to initial state