Kevin Scully
JS Psychic Game
Pseudocode
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I. Create an array of 26 elements containing each letter of the alphabet
II. While **guesses** > 0
    A. **computerPick** generates a value between A and Z based on a randomly generated number between 0 and 25 or alphabet[array].length
    B. Player enters a letter via the keyboard
    C. Pass the key pressed to a variable (e.g. **playerPick**) and compare to **computerPick**
    D. Append **playerPick** to **lettersGuessed**
    E. Decrease guesses played by one
    F. If **playerPick** === **computerPick** then
        1. Increase **wins** by one
        2. Else increase **losses** by one
    G. Display updated **wins**, **losses**, and **guesses** left
    H. Are there **guesses** left to play?
        1. If yes then **computerPick** generates a new letter
        2. Else game over.