Hangman Pseudo Code

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+ Function describing game briefly

+ Create variables Correct and Guess

+ LOOP: UP TO SIX GUESSES (initialize, check, update): {

Refer to function 1

Refer to function 2

Refer to function 3

Refer to function 4

Refer to function 5

}

+ Function (1) prompt user to enter one letter, returns as character Guess

+ Function (2) to check if letter is in word

+ Function (3) print out incomplete word in between guesses, update after each guess

+ Function (4) to check if word complete

+ Function (5) to show hangman with characters