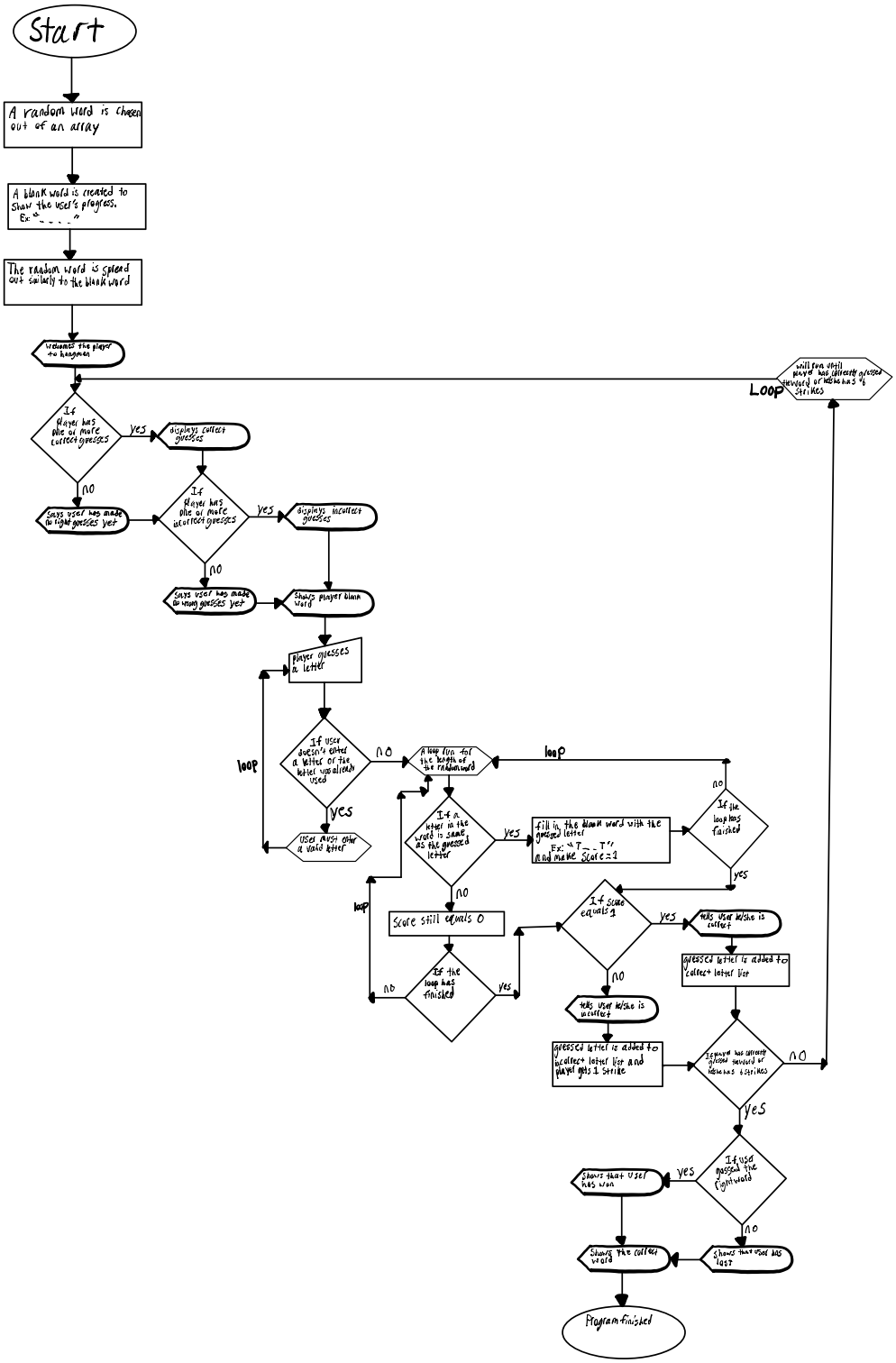
Hangman


Start
A random word is chosen out of an array
A blank word is created to show the user's progress. Ex: "_ _ _ _"
The random word is spread out similarly to the blank word
Welcomes the player to hangman
If Player has one or more correct guesses
yes
displays correct guesses
no
Says user has made no right guesses yet
If Player has one or more incorrect guesses
yes
displays incorrect guesses
no
Says user has made no wrong guesses yet
Shows player blank word
player guesses a letter
If user doesn't enter a letter or the letter was already used
no
yes
User must enter a valid letter
loop
A loop run for the length of the random word
loop
If a letter in the word is same as the guessed letter
yes
fill in the blank word with the guessed letter
Ex: "T_ _T"
and make Score=1
If the loop has finished
no
yes
Score still equals 0
If the loop has finished
no
yes
loop
If Score equals 1
yes
tells user he/she is correct
guessed letter is added to correct letter list
no
tells user he/she is incorrect
guessed letter is added to incorrect letter list and player gets 1 strike
If player has correctly guessed the word or he/she has 6 strikes
no
yes
If user guessed the right word
yes
Shows that user has won
no
Shows that user has lost
Shows the correct word
Program finished
Loop
will run until player has correctly guessed the word or he/she has 6 strikes