Possible Evil Hangman Flow Chart

User selects word length.

Pick a word of the appropriate length.

User guesses a letter.

Does the letter exist in the word?

Yes.

Is there another word that fits the pattern without the new letter?

Yes.

Secretly pick a new word.

Player wins!

Is the game over?

No, still playing.

Yes.

Player loses a life.

Yes, no letters left.

Yes, no lives left.

Reveal letter.

Ugh...no.

Player loses.

Yes, no letters left.

Yes, no lives left.

No, still playing.

Yes.