***Pseudo code***

On player attack request {

If (zombies>0){

If (gun selected){

If bullets>0{

Target number = guns target number

Bullets -=1

}

}

Else {

Target number = melee target number

}

Number obtained = dice roll

Update dice image

If (Number Obtained>= target number){

Zombies-=0

Output text “ you rolled a “ + number obtained + “ and killed a zombie”

}

Else {

Output text “ you rolled a “ + number obtained + “ and missed a zombie”

}

Else { output text “there are no zombies to attack”

}