***Pseudo code***

On movement request {

Place Zombie on Random tile from uncovered tile list

Current tile is x, y

If up (current tile = x, y-1)

Else If down (current tile = x, y+1)

Else If left (current tile = x-1, y)

Else right (current tile = x+1, y)

If current tile image = p {

newTileList = TileList

if (x,y-1 Path south = false){

remove a,b,c,d,f,g,j,n from newTileList}

if (x, y+1 Path North = false){

remove a,b,d,e, f,h,i,l,n from newTileList}

if (x-1,y Path East =false){

remove a, b, c, e, f, i, m, o from newTileList

if (x+1, y Path West = false){

remove a, c, d, e, g, h, k, o from newTileList}

new tile = random element from newTileList

Replace current tile image with new tile image

Add current tile to uncovered tile list

Generate random number of zombies

Generate random int for goody pack roll

If (goody pack roll = even){

Generate random number from 1- goodypacklist.size()

Apply goodypack bonuses to player

}

Update player pointer to current tile

Output text advising player of number of zombies