***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 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