Algorithm’s

ScreenMsg(screen,x,y,font,text,colour)

**BEGIN**

Text=font.render(text,colour)

Screen.blit(text,(x,y))

**END**

RectButton(screen,x,y,w,h,colour,events,text,font,fcolour)

**BEGIN**

Text=font.render(text,fcolour)

Draw.rect(screen,colour,(x,y,w,h))

rect=Rect(x,y,w,h)

screen.blit(text,(x+w/2-text.width()/2,y+h/2-text.height()/2))

**FOR** event=events[i] **TO** length(events):

**IF** event.type == Mouseclick():

**IF** rect.collision(mouse.pos())=True:

**RETURN** True

**ENDIF**

**ENDIF**

**NEXT i**

**RETURN** False

**END**

ImgButton(screen,img,x,y,events)

**BEGIN**

Screen.blit(img,(x,y))

Rect = py.rect(x,y,img.width(),img.height())

**FOR** event=events[i] **TO** length(events):

**IF** event.type == Mouseclick():

**IF** rect.collision(mouse.pos())=True:

**RETURN** True

**ENDIF**

**ENDIF**

**NEXT i**

**END**

Selectlevel()

**BEGIN**

Tick(10)  
 events=py.event.get()

**FOR** event=events[i] **TO** length(events):

**IF** event.type == Quit():

Pygame.quit()

**ENDIF**

**NEXT i**

Screen.fill(GRAY)

Counter=0

X=0

Y=0

**WHILE** X != 3:

**WHILE** Y != 5:

Counter=Counter+1

Click=rectbutton(screen,175+160\*y,300+100\*x,50,50,BLACK,events,str(cou),myfont,WHITE)

**IF** Click == True:

RETURN(Counter)

**END IF**

**END WHILE**

**END WHILE**

Pygame.display.flip()

**END**

Gamescreen(