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(LevelNum, LevImageRes, LevImagePlay)

**BEGIN**

Tick(100)

Global PrevClickedResImg

Global PrevClickedRes

Global CorrectSpot

Global Score

events=py.event.get()

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

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

Pygame.quit()

**ENDIF**

**NEXT i**

Screen.fill(GRAY)

Playcount=0

Tog1 = False

J1=0

J2=0

**While** J1 != 5:

**While** J2 != 5:

IF LevImagePlay[Playcount].img\_selected == False:

Tog1=imgbutton(screen,LevImagePlay[Playcount].image[LevImagePlay[Playcount].img\_count],LevImagePlay[Playcount].x,LevImagePlay[Playcount].y,events

**END IF**

**IF** LevImagePlay[Playcount].img\_selected == True:

tog1=imgbutton(screen,GreyBox,LevImagePlay[Playcount].x,LevImagePlay[Playcount].y,events)

**END IF**

**IF**  Tog1 == True:

if LevImagePlay[Playcount].img\_count == prevclickedResImg:

LevImagePlay[Playcount].img\_selected = False

LevImageRes[prevclickedRes].correct=True

Correctspot[prevclickedRes]=True

score=score+10

**END IF**

**ELSE**:

score=score-10

**END ELSE**

J2=J2+1

**END WHILE**

J1=J1+2

**END WHILE**

Tog=False

Coun=0

I1 =0

I2=0

**WHILE** I1 != 5:

**WHILE** I2 != 5:

**IF** LevImageRes[coun].img\_selected == False:

tog=imgbutton(screen,LevImageRes[coun].image[LevImageRes[coun].img\_count],LevImageRes[coun].x,LevImageRes[coun].y,events)

**END IF**

**IF** LevImageRes[coun].img\_selected == True **OR** LevImageRes[coun].correct==True:

screen.blit(GreyBox,(LevImageRes[coun].x,LevImageRes[coun].y))

**END IF**

**IF** tog == True:

LevImageRes[prevclickedRes].img\_selected = False

prevclickedRes=coun

prevclickedResImg=LevImageRes[coun].img\_count

LevImageRes[coun].img\_selected = True

**END IF**

I2=I2+1

**END WHILE**

I1=I1+1

**END WHILE**

ScreenMsg(screen,400,100,yfont,”Logic Puzzler”,ORANGE)

ScoreMsg=”Score: “ +score

ScreenMsg(screen,100,100,myfont,ScoreMsg,BLACK)

Py.display.flip()

**IF** all(correctspot) == True:

**IF** PrevClickedRes == 26:

**RETURN**(Score)

**END IF**

PrevclickedRes = 26

**END IF**

**RETURN**(-100000000000)

**END**

Scorescreen(score,scorel)

**BEGIN**

Tick(10)

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

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

Pygame.quit()

**ENDIF**

**NEXT i**

Screen.fill(GRAY)

I=0

**WHILE** I != 5:

screenMsg(screen,100,100\*I,yfont,scorel[i],RED)

i=i+1

**END WHILE**

BTS=Rectbutton(screen,20,10,50,15,BLACK,events,”Back to Level’s”,yfont,ORANGE)

**IF** BTS == True:

**RETURN**(“BackToLevel”)

**END IF**

**END**

**Main()**

**BEGIN**

**IF** event == quit:

Pygame.quit

Txtbx.update(event)

Txtbx.draw(screen)

Name=txtbx.value

Start=imgbutton(screen,startbutt,350,100,events)

**IF** start == True **AND** name != “”:

Select=True

**IF**  start == True **OR** errorcount[0] == True **AND** name == “” and errorcount[0] != 100:

Errorcount[1] = True

screenMsg(screen, screen\_width/2, screen\_height/2, yfont, “INPUT A NAME”, ORANGE)

errorcount+=1

if errorcount[0] == 1000 and errorcount[1] == True:

errorcount[0]=0

errorcount[1]=False