

Detailed Design

- **PDL**

```
void Game (void)
{
    While ( TRUE )
    {
        If ( Start button is pressed )
            Game starts ;
        If ( jump key is pressed )
            Player jumps and try to collect food ;
        Else
            Player stays in its initial position ;
        If ( Player collected food )
            Score starts count ;
        Else
            Score stays at its previous value ;
        If ( Player hit an obstacle )
            Player dies and game is over ;
        Else
            Player continues playing;
        If ( Exit button is pressed )
            Game is closed ;
        Else
            Game continues running ;
        If ( Restart button is pressed )
            Game is restarted ;
        If ( Pause button is pressed )
            Game stops till Player press it again ;
    }
}
```