START

Display how many penguins each payer can have

#define MAX_PENG
#define FISH_NUM
#define PENG_TOT_SPACE

Text

If PENG_TOT_SPACE = MAX_PENG

YES

Player1 can start to move one of his penguins

NO

Player1 places one of his penguins in one ice floe

If FISH_NUM=1

NO

YES

The penguin will be placed on the current ice floe

Player2 places one of his penguins in one ice floe

If FISH_NUM=1

NO

YES

The Penguin will be placed on the current ice floe

NOTE: Player2 wiil placed the last penguin of the total set