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Pseudocode:

(List of variables global variables)

Main code setup{

Background of ocean

noStroke

size of 1200x750

}

Main code draw{

Foreground shapes that move as the player presses keys, making sure there's collision detection with the fish

Button to start timer (20 seconds) in corner

Call the food particles

Call the human's spear

Call the object fish

Score of up to 100

}

Human spear class{

Shapes make up spear and spear head

Targets fish object with dist(), but make it always extend a on a timer (in order to give the player time to move)

Spear starts at the top of the screen, and moves into the screen at random timed intervals, then returns back up

If collision detected with fish EATEN (game over) screen pops up and end the game

}

Fish class{

Shapes that make up the fish, moving with WASD, and can't go out of bounds, and shape variables that increase when colliding with food array

If 'C' key is pressed the fish's speed is increased, when released it resets to initial value

}

Food{

Array of particles randomly displayed and slowly falling down across the screen

If fish collides with them, the particle disappears and the score counter goes up

}

If the EATEN (game over) screen appears, show an image of a fish being grilled over a fire

On the image, have a retry button that restarts the game

If the YOU ATE (game won) screen appears, show image of fish sleeping in its underwater cave/human being mad that it can't reach the fish

On image, have a play again button that restarts the game

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