**Assignment Exercise 3**

Pseudo Code

MainMenu

1. Application start
2. Initialize MenuScene
3. Create “Play Game” and “Exit Game” Menu item
4. If user clicks “Play Game”
   1. Transition into GameScene
5. If user clicks “Exit Game
   1. Application closes

Game Scene

1. Initialize GameScene
2. Assign sprite for tiles, shuffle button, back to main menu button.
3. While gameWin is false
   1. When a tiles are clicked on
      1. Checks around the tile if there is empty space
         1. If there is an empty space move into it
            1. Check if all tile is in the correct place

If all tiles are correct transition into WinScene

* + - 1. If there is not an empty space
         1. Nothing happens
  1. If back to main menu is clicked
     1. Go back to mainMenu scene
  2. If shuffle button is clicked
     1. Shuffle tiles into random placement

WinScene

1. Display menu items “Play Again” and “Exit Game”
2. If “Play Again” is clicked
   1. Go to GameScene
3. If “Exit Game” is clicked
   1. Exit application