Quick showcase of Pseudocode

#Code for moving a character

FUNCTION moveStart(keypress, character\_y, character\_x, character\_z,gravity)

WHILE true:

keypress = READ\_INPUT()

IF keypress == “W”

character\_z =+1

ELIF keypress == “S”

character\_z =-1

ELIF keypress == “D”

character\_x =+1

ELIF keypress == “A”

character\_x=-1

ELIF keypress == “Space”

character\_y=+1

IF character\_y > 0:

character\_y – gravity

ELSE

ENDIF

RETURN keypress

ENDIF

#This pseudocode showcases and extremely simplistic movement mechanic with multiple fault, this will serve as the basis for understanding the code, however to enable not moving into objects or even worse moving into objects a character real position which is an independent variable in the game that tracks the real position of the player can be implemented to check against the variable “character\_z”, furthermore another way to do this would be to change the locations of the grids with velocity or speed variables which take a direct effect on the real velocity of the player.