Flow Chart Algorithms and Pseudocode

This function fades the screen to black to simulate the player dying.

BEGIN FADE

Fade = pygame.surface(screen\_size)

Fade.fill(black)

FOR alpha IN RANGE 0 TO 600

Fade.set\_alpha(alpha)

Screen.blit(fade)

Pygame.display.update()

Death\_text = pygame.image.load(image)

Screen.blit(death\_text)

Pygame.display.update()

This function draws the doors to the screen while making them bigger if the mouse hovers over the button. This allows the player to move to places in the game and make decisions. This has been simplified so that lines of pseudocode don’t take up multiple lines on the word document.

Begin Draw

Screen.blit(image)

Pos = pygame.mouse.get\_pos()

IF Rect.collidepoint(Pos)

Rect=(bigger image)

IF pygame.mouse.get\_pressed and not Self.clicked

Self.clicked = TRUE

IF NOT pygame.mouse.get\_pressed

Self.clicked = FALSE

IF NOT Rect.collidepoint(Pos)

Rect=(regular image)

START DRAW

Is mouse pressed and Self.clicked = False

No

No

Yes

Self.clicked = True

Blit Bigger Door

Self.clicked = False

END DRAW

Yes

Is mouse not pressed

No

Yes

Is mouse on Door

Get mouse position

Blit regular door to screen

Blit Fade to screen

Fade.set\_alpha

Blit death text to screen

Update screen

Yes

No

END FADE

Update screen

0 < Alpha < 600

Fill fade to black

Fade is the screen surface size

START FADE