Flow chart algorithms and pseudocode

Start

No

Yes

No

Mouse click on door

Change destination

Load current room

Check for win

Yes

Check if destination is main menu

Mouse click on door

Load Start menu

End

Pseudocode

BEGIN

Run = True

While run:

Destination = [current\_room].get\_next\_room()

If Destination and not destination = “main”:

Current\_room = destination

Rooms[current\_room].start\_music()

rooms[current\_room].play\_speech()

If Destination and destination = “main”:

Current\_room = destination

Rooms[current\_room].start\_music()

Death.play()

Fade()

Rooms[current\_room].draw(screen)

Pygame.display.flip()

Clock.tick(fps)