

# Pseudocode

## Game Selection

- 1) Floppy Derp
- 2) Hungover Dude
- 3) {Insert your game here}

Set game select variable = 1

Button down -> increase var by 1, move cursor over selected game position

- If var = 1, button down does nothing

Button up -> decrease var by 1, move cursor over selected game position

- If var = 3, button up does nothing

“A” Button -> Play selected game (Run game function)