**GROUP 4 ALGORITHM FOR SPACE GAME**

Below is the basic algorithm for how our Space Game “Bounty Collector” will compute.

1. Start Game
2. Present the setting of the Game (the mission statements).
3. Start at Hubb (planet 1).
4. Choose to browse shop or to start mission.
5. If browse, shop then take them to the shop screen.

* Buy Spaceship (then take player to next screen)
* Exit (next screen)

1. If continue mission without ship, output error “no ship.” Take back to step 4.
2. If continue mission with proper spaceship, arrive at Red Sand (planet 2).
3. Fight Little Red 1.
4. Fight Little Red 2.
5. Fight “Big Red” (boss). (situational) If you lose after 3 attempts, go back to step 7.
6. If you win go to Hubb (update phase).
7. Choose to browse or continue mission.
8. If browse, then take them to the shop

* Buy Spaceship (then take player to next screen)
* Exit (next screen)

1. If continue mission without proper ship, output error “upgrade ship.” Take back to step 12
2. If continue mission with proper spaceship Arrive at Watergate (planet 3).
3. Fight Secret Service Agent 1.
4. Fight Secret Service Agent 2.
5. Fight Nixon (boss). (situational) If you lose after 3 attempts, go back to step 15.
6. If you win go to Hubb (upgrade phase).
7. Choose to browse or continue mission
8. If browse, then take them to the shop.

* Choose Spaceship (then take player to next screen)
* Exit (next screen)

1. If continue mission without proper ship, output error “upgrade ship.” Take back to step 20
2. If continue mission, Arrive at Static (planet 4).
3. Fight Spider 1
4. Fight Spider 2
5. Fight “Scorpio” (boss). (situational) if you lose after 3 attempts, go back to step 23.
6. If you win go to Hubb (upgrade phase).
7. Choose to browse or continue mission.
8. If browse, then take them to armory screen

* Choose weapon (then take player to next screen)
* Exit (next screen)

1. If continue mission without proper ship, output error “upgrade ship.” Take back to step 28.
2. If continue mission with proper ship, Arrive at Void (planet 5).
3. Fight Thug 1
4. Fight Thug 2
5. Fight “ Meaty Ore” (boss). (situational) if you lose after 3 attempts, go back to step 31.
6. If you win arrive at Hubb
7. Present gratitude from Hubb inhabitants(Celebrating Phase).
8. End Game.