Health Bar Pseudocode

Start

Initialize

{

Makes ambulance an object  
}

Update

{

Turns the ambulance

Changes the position/changes image

}

Draw

{

Draws the parking lot

Draws the ambulance/player

}

Get medicine

Ambulance Class

{

constructor

-needs a rec, tex, clr, direction

setters & getters

turn method (take direction thumb stick is facing)

{

change direction of ambulance

change ambulance image

}

move method (take state of the thumb stick and trigger)

{

update the ambulance’s coordinates by the thumb stick multiplied by the amount that the trigger is pulled

}

}

End