Color nerve Pseudocode

Start

Declare variable for color intensity(blueIntensity, RredIntensity…)

Declare bool variable gameOver

Declare random variable

If the escape key is pressed then exit game

If the back button on controller is pressed then exit game

If the “B” button on the controller or the “R” key on keyboard then increase redIntensity

If the “X” button on the controller or the “B” key on keyboard then increase blueIntensity

If the “A” button on the controller or the “G” key on keyboard then increase greenIntensity

If the “Y” button on the controller or the “Y” key on keyboard then increase redIntensity and greenIntensity

If any of the intensities are greater than or equal to 255 then set gameOver as true

If gameOver is true then vibrate the controller

Set intensities to zero

Set color background to black

End