Final project Pseudocode

Initializing variables

Global

Start

Declare rectangle playerRect

Declare rectangle array enemies

Declare rectangle bullet

Declare rectangle wall

Declare timer refresh

Declare button start

Declare button instruction

Declare image ship

Declare image alien

Declare int dx

Declare int dy

Declare int points

Declare int enemyHealth

Declare int playerBullet

End

Form load

Start

Set rectangle playerRect location

Set rectangle wall location and image

Set rectangle image for playerRect

Set rectangle image for enemies

Double buffered

Create method for key up

Create method for key down

Create method for form paint

Create refresh timer tick method

Set timer interval

Start timer

Set form background image

Create button method for start

Create button method for instruction

Creates a method for enemy spawn

End

Refresh method

Start

Refresh the screen

Move playerRect right

Move playerRect left

Move playerRect up

Move playerRect down

Moves all enemies down

End

Key up method

Start

Stops moving character

End

Start button method

Start

Changes the background image

Spawns player character

Runs Spawns enemies method

End

Instructions button method

Start

Changes the background

Makes textbox

Explains the controls for the game

End

Form paint method

Start

Set the player rectangle to the players image variable

Set the enemies rectangle to the enemies image variable

End

Enemy spawn method

Start

Spawns enemy one from the enemy rectangle array set to the coordinates using a for loop

Spawns enemy 2 using the for loop by using the same coordinates plus how big the width is for the first enemy

Continue this until five enemies spawn

Creates matrix to spawn another five enemies using the same method as the first and second enemies but these enemies will be under those enemies

Does the above until there are four rows of five enemies

End