Dodgy Block

Pseudo Code

* Starting Screen with a button
  + Press here to play
  + Text – Get to designated area
* Open the first level
  + Start Zone
  + Set map as boundaries
  + Player starting in Star zone
    - Able to move with arrow keys
    - Arrow keys prompt changes to direction vectors
    - Position gets updated
  + Enemies moving
    - Have static movement paths
    - Move back and forth
  + Resets when the Player Collides with the enemies
    - Player back to default state
    - Plus one to Number of resets
  + Timer recording
  + Number of Resets
  + End Zone
* End Screen
  + Button for next (level or end screen)
  + Display Timer and Number of Resets for the score