Pac-man Pseudocode

Collision = boolean

Power-up = boolean

End game = boolean

Time = string

Score = string

Start game = boolean

Dots collected = string

If (pac-man’s position = ghost’s position) then {collision; destroy pac-man;}

If (!lives left && collision && !power-up) then {end game;}

if (lives left && collision && !power-up) then {minus 1 life; restart player; restart ghosts;}

if (collision && power-up) then {destroy ghost; start time; score += 250;}

if (pac-man's position = cherry position) then {score += 250; destroy cherry;}

if (pac-man’s position = power-up position) then {power-up; start power-up time;}

if (time > x) then {restart ghost;}

if (power-up time > x) then {!power-up}

if (input move down) then {pac-man's position move down;}

if (input move up) then {pac-man's position move up;}

if (input move right) then {pac-man's position move right;}

if (input move left) then {pac-man's position move left;}

if (input move && against wall) then {pac-man’s position don’t move;}

if (start game) then {reset lives;}

if (pac-man's position = dot position) then {score += 100; dots collected += 1; destroy dot;}

if (dots collected >= x) then {load next level;}

if (end game) then {display score ranking; replay button;}