Super Mario Bros World 1-1 pseudo code

Move

Jump

Die by falling off level

Die by enemy

Time limit

Coins

Power ups

Score

Game Over

If (player presses left arrow && !Mario colliding to left) then {Mario moves left}

If (player presses right arrow && !Mario colliding to right) then {Mario moves right}

If (player presses A button && !Mario on the ground) then {Mario doesn’t jump}

If (player presses A button && !Mario in the air) then {Mario jumps}

If (Mario jumps on top of enemy) then {Enemy dies, score increased}

If (Mario touches/jumps on enemy && !Mario’s feet) then {Mario dies, life lost, restart level}

If (Mario jumps on turtle once) then {turtle becomes shell}

If (Mario pushes shell) then {shell moves in that direction}

If (turtle shell hits Mario) then {Mario dies, life lost, restart level}

If (turtle shell hits enemy) then {enemy dies, score increased}

If (Mario touches coin) then {Score increased, sound plays, coin disappears}

If (Mario touches power up) then {Mario gets new power up abilities}

If (Mario falls off level) then {Mario dies, life lost, restart level}

If (Mario lives = 0) then {Game Over}

If (Time runs out && !Mario at flag pole) then {Mario dies, restart level}

If (Mario reaches flag pole before time runs out) then {Mario completes level}

If (Mario hits flag pole on high part) then {higher score added}

If (Mario touches 100 coins) then {Extra life added}