**Pseudocode**

START

DISPLAY homepage

IF how to play is clicked THEN

DISPLAY how to play screen

IF user clicks back:

DISPLAY home page

Else:

IF user selects play THEN   
 Run Level\_one

Else:

Display home page

Else:

IF user clicks exit THEN

run exit.exe

Else:

DISPLAY Level\_one

DISPLAY level 1

LIVES = 3

TIMER = 60

SCORE = 0

Def controls ():  
 IF event.key[pygame.K\_s] OR IF event.key[pygame.K\_DOWN] THEN

char\_y = - 10

IF event.key[pygame.K\_w] OR IF event.key[pygame.K\_UP] THEN

char\_y = 10

IF event.key[pygame.K\_a] OR IF event.key[pygame.K\_LEFT] THEN

char\_y = - 10

IF event.key[pygame.K\_d] OR IF event.key[pygame.K\_RIGHT] THEN

char\_y = - 10

Import time

Def countdown (time\_secs)

Countdown (60)

IF TIMER = 0 THEN

LIVES = LIVES - 1

OUTPUT “TIME UP”

IF LIVES >0 THEN

DISPLAY Level\_1

Else:

OUTPUT “YOU HAVE NO LIVES LEFT”

DISPLAY SCORE

IF user touches spikes OR IF entity touches user THEN

LIVES = LIVES - 1

OUTPUT “UNLUCKY”

IF LIVES >0 THEN

DISPLAY Level\_1

Else:

OUTPUT “YOU HAVE NO LIVES LEFT”

DISPLAY SCORE

IF user touches diamonds, THEN

Score = score + 100

ELIF user gets key THEN

OUTPUT “YOU CAN OPEN THE DOOR”

IF LIVES == 0 THEN

DISPLAY SCORE

OUTPUT “MAYBE NEXT TIME”

ELSE:

DISPLAY LEVEL 2

SCORE = SCORE + 100

IF user enters door 1 THEN

DISPLAY level\_2

ELIF user enters door 2 THEN

DISPLAY level\_3

Else:

OUTPUT “YOU WIN”

DISPLAY SCORE

END