**Pseudo Code**

StartMenu

if (NewGameButton is Pressed)

start Level

else if (ExitGameButton is Pressed)

close Game

Input

{

if (mouseClicked)

save MousePosition

else if (buttonPressed)

recognize which button

}

void startLevel()

{

create Level and HUD

create player, enemies, NPCs and objects

}

void GameManager.Update()

{

update entities

checkCollision()

checkInput()

if(pauseButtonPressed)

pause Game

isLevelFinished()

if(player.health <= 0)

gameover()

}

void gameOver()

{

blackscreen for a few seconds

open startMenu

}

void pause()

{

open pauseMenu

freeze GameManger.Update()

if(continueButton is Pressed)

unfreeze GameManger.Update

}

void finish()

{

if reached end of level

open startMenu

}