**Pseudo Code:**

The Walking feature works with variable defined memories of the each game state. Every time the player “moves” there is a change in the value of the memory.

The player is on a grid of 625 memories. The First memory is defined as 288 which is in the middle of the grid. If the player moves up, the memory will be 263 and down is 313. Left is 287 and right 289.

When Buttonup\_Click

If memory = 288 Then

memory = 263

End If

When Buttondown\_Click

If memory = 5 Then

memory = 313

End If

When Buttonright\_Click

If memory = 1 Then

memory = memory + 1

End If

**Real Code:**

Private Sub Buttonleft\_Click(ByVal sender As Object, ByVal e As System.EventArgs) Handles Buttonleft.Click

If memory = 1 Then

memory = 1

Me.lbl1.Text = "P" - Need to define each memory

Me.lbl2.Text = ","

Me.lbl3.Text = ","

Me.lbl4.Text = ","

Me.lbl5.Text = ","

Me.lbl6.Text = ","

End If

End Sub