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CSC-5

June, 2020

Game of Life PseudoCode

Initialize Function prototypes

Initialize variables

Char

String

Int

Float

Bool

Moves initialized

Random number generator

Spin derives from random num gen

Output introduction

Void function for rules

User input to play the game

 If yes

 Game begins to explain

 Output if player wants to go to college

 If yes

 Player can choose 6 jobs

 Else

 Player can choose 3 jobs

 Do loop while moves are less than 30

 Player spins

 Spins are added on to moves

 Switch loop read moves to give cases

 Cases 1-29 different scenarios

 Case 30 game ends

 Else

 Game ends

User is shown end game screen after playing through

For loop to show life cards earned throughout

Return 0

Expand Functions in use

Void for rules

 If rules are yes

 Output rules

Else if rules are no

Continue with game

Else if neither are chosen

Game continues