Create a div of 1000 x 800

Create an img ID player position absolute coordinates left 0 top 400 height 80

Layout the screen on the right

Zombies killed

Ammo left

Gun status

Buttons for nonkeyboard controls

Create a global variable playerlane set it to 5

Create animation up and down event

While animating, refuse user input

If user is not at top or bottom

Loop 8 times

Move up/down flipping the animation

Allow user input

User keyboard

If user input allowed

If user hit up arrow key

Perform up animation

If user hit down arrow key

Perform down animation

Zombie spawning animation will run every microsecond

Create zombie spawn variable set to 1000

Shouldzombiespawn counter set to 0

Increment Shouldzombiespawn counter

If Shouldzombiespawn=spawn variable

Spawn zombie

Set Shouldzombiespawn to 0

Change zombie spawn variable as per defined rules

Zombie

ZombieID

Position left

Which lane the zombie is in

IsDead

Kill the zombie with the smallest ID that is in your lane and not dead