

```

CREATE player move function to set the movement in x and y axis
START player direction_y to plus/equal to float number to have gravity in
update function
    WHILE player intersects with platform
        SET direction_x to 0
        IF player presses 'A' key
            SET direction_x to minus float number
        IF player releases 'A' key
            SET direction_x to 0
        ENDIF
        IF player pressed 'D' key
            SET direction_x to positive float number
        IF player releases 'D' key
            SET direction_x to 0
        ENDIF
    STOP
    WHILE player intersects with platform
        IF player presses 'space' & 'A' keys
            SET direction_y to minus/equal to float number
            SET direction_x to minus float number
            WHEN jump reaches peak float gravity starts
                IF player intersects with new platform
                    SET direction_y to 0
                ENDIF
            IF player presses 'space' & 'D' keys
                SET direction_y to minus/equal to float number
                SET direction_x to plus float number
                WHEN jump reaches peak float gravity starts
                    IF player intersects with new platform
                        SET direction_y to 0
                    ENDIF
            ENDIF
        ENDIF
    STOP
END

```