Algorithm:
1) Display main menu
2) Wait for user to press start
3) Start loading the game
4) Import the game assets
5) Start playing the music
6) Gravity function
7) Summon hitbox
8) Spawn player character
9) Let user control the character
10)   Add bullet functionality
11)   Exception handling
12)   Player moves through maze and reaches boss
13)   Player defeats boss
14)   Display end screen
15)   Go back to main menu

Pseudocode:
Class player:
    Def __init__(self):
        maxhealth=5;
        health=maxhealth;
        inair=True;
        attack=1;
        #THOSE ARE VARIABLES FOR X & Y
        position=[0,0];
        # VARIABLES FOR ACCELERATION
        gravity=const(10);
        acc=[0,0];

    Def damage(self,dmg,health):
        health=health-dmg;

```
Def input(self,position,acc,gravity,inair):
#MAKES SURE PLAYERS DONT MOVE TOOOO FAST
        If acc[0]>10:
                acc[0]=10;
        Elif acc[0]<-10:
                acc[0]=-10;
        If inair &&acc[1]>gravity:
                acc[1]=acc[1]-gravity;
Def displaymaze:
        Fetch the maze graphic


        Get the key that is pressed

#FOR MOVEMENT
        If touching ground:
                inair=False;
        If key==left:
                acc[0]= -10;
        elif key==right:
                acc[0]=10;
        Elif key==space && not inair:
                inair=True;
                acc[1]=50;
        Else:
                acc[0]=0;

        position[0]=position[0]+acc[0];
        position[1]=position[1]+acc[1];


        displaymaze()
```

```
if key==right mouse button:
        Play attack animation;
                If attack hitbox hits class Enemy:
                        Reduce hp by attack;
                        Play enemy hit anim;
                        Knock enemy and player back a bit.




Class enemy:
        Def init():
                hp=5;
                attack=2;
        While hp>0:
                Move left and right;
                If touching player hurtbox:
                        Reduce player hp by attack;
                        If playerhp>=0:
                                End game
                        Else:
                                Play player hit anim;
                                Knock enemy and player back a bit;
                If enemy hp>=0;
                        destroy;
```