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**Zombies Shooter Game Pseudocode**

1. Initialize variables:
   * score is the player's score, starting at 0.
   * lives is the number of lives the player has, starting at 3.
2. Create player object:
   * player is an instance of the Player class, representing the player character.
3. Create enemy objects:
   * enemies is an array of 10 instances of the Enemy class, representing the enemies in the game.
   * A loop is used to create each enemy object and add it to the array...llll.l.
4. Main game loop:
   * The game loop runs as long as the player has lives remaining (lives > 0).
5. Check for player input:
   * If the space key is pressed (input.KeyPressed(KeyCode.Space)), create a new Bullet object at the player's position.
   * Check for collisions between the bullet and each enemy. If a collision is detected, increment the player's score and destroy the enemy object.
6. Update game objects:
   * Update the player object's position and state (player.Update()).
   * Update each enemy object's position and state (enemy.Update()).
7. Check for collisions with the player:
   * Check for collisions between each enemy and the player. If a collision is detected, decrement the player's lives and destroy the enemy object.
8. Render game objects:
   * Render the player object (player.Render()).
   * Render each enemy object (enemy.Render()).
   * Render each bullet object (bullet.Render()).
9. Display score and lives:
   * Use the display.DrawText() method to display the player's score and remaining lives.
10. Pause for a short time:

* Use the wait() method to pause the game loop for a short time, controlling the frame rate of the game.

1. Game over:

* When the player's lives run out, the game loop ends and a "Game over!" message is displayed (display.DrawText("Game over!")).

// Initialize variables  
int score = 0;  
int lives = 3;  
  
// Create player object  
Player player = new Player();  
  
// Create enemy objects  
Enemy[] enemies = new Enemy[10];  
for (int i = 0; i < 10; i++) {  
 enemies[i] = new Enemy();  
}  
  
// Main game loop  
while (lives > 0) {  
 // Check for player input  
 if (input.KeyPressed(KeyCode.Space)) {  
 // Create bullet object  
 Bullet bullet = new Bullet(player.Position);  
  
 // Check for collision with enemies  
 foreach (Enemy enemy in enemies) {  
 if (bullet.CollidesWith(enemy)) {  
 // Increment score and destroy enemy  
 score += 100;  
 enemy.Destroy();  
 }  
 }  
 }  
  
 // Update player and enemies  
 player.Update();  
 foreach (Enemy enemy in enemies) {  
 enemy.Update();  
 }  
  
 // Check for collision with player  
 foreach (Enemy enemy in enemies) {  
 if (enemy.CollidesWith(player)) {  
 // Decrement lives and destroy enemy  
 lives--;  
 enemy.Destroy();  
 }  
 }  
  
 // Render game objects  
 player.Render();  
 foreach (Enemy enemy in enemies) {  
 enemy.Render();  
 }  
 foreach (Bullet bullet in bullets) {  
 bullet.Render();  
 }  
  
 // Display score and lives  
 display.DrawText($"Score: {score} Lives: {lives}");  
  
 // Pause for a short time to control frame rate  
 wait(0.01);  
}  
  
// Game over  
display.DrawText("Game over!");