PROGRAM AmoungUsJump:

Start the game;

Read Jump;

Read Left;

Read Right;

WHILE (character lands on a platform)

      DO move;

ENDWHILE;

IF (Character lands on life)

      THEN

            IF (Character has five lives)

                  THEN Lives do not increase;

                  ELSE Lives increases by one;

      ELSE

      nothing happens;

ENDIF;

IF (character falls)

      THEN

            IF (character has lives);

                  THEN start from the bottom again;

                  ELSE END;

      ELSE move;

ENDIF;

IF (character dies)

      THEN

            IF (wants to play again)

                  THEN restart;

                  ELSE END;

      ELSE move;

ENDIF;

If (character reached 5000 points, wins)

        THEN

                IF (wants to play again)

                    THEN restart;

                    ELSE end;

        ELSE keep getting higher;

ENDIF.