PreGameSelection:

procedure pre-game selection

if (user presses single-player button)

create PreGameSelection *// displays screen*

if (user selects difficulty)

storage.store(difficulty)

end if

if (user selects animal)

storage.store(animal)

end if

if (user selects background)

storage.store(background)

end if

if (user selects continue

create SinglePlayer (selected difficulty, animal, background) *// displays screen*

end if

end if

end procedure

SinglePlayerGame:

procedure single player game

create SinglePlayerModel

SinglePlayerModel.parse words

SinglePlayerModel.addObserver(SinglePlayer)

SinglePlayer.display words, score, time, animal, background, and difficulty

create(GameTimer)

while (time is not up)

if (user types a letter)

SinglePlayerModel.typedLetter(letter)

if (letter is correct)

if (letter is first letter of a displayed word)

SinglePlayerModel.lock onto word

SinglePlayerModel.notify SinglePlayer

SinglePlayer.highlight letter

else if (letter is last letter of a word)

SinglePlayerModel.update score

SinglePlayerModel.get new word

SinglePlayerModel.notify SinglePlayer

SinglePlayer.display new score

SinglePlayer.display new word

else

SinglePlayerModel.notify SinglePlayer

SinglePlayer.highlight letter

end if

else

*// nothing happens; user must type a correct letter*

end if

end if

if (user presses pause button)

GameTimer.pause time

SinglePlayer.display pause screen

if (continue button is pressed)

GameTimer.restart time

SinglePlayer.remove pause screen

end if

end if

end while *// time is up*

go to post game screen (final score, background)

end procedure