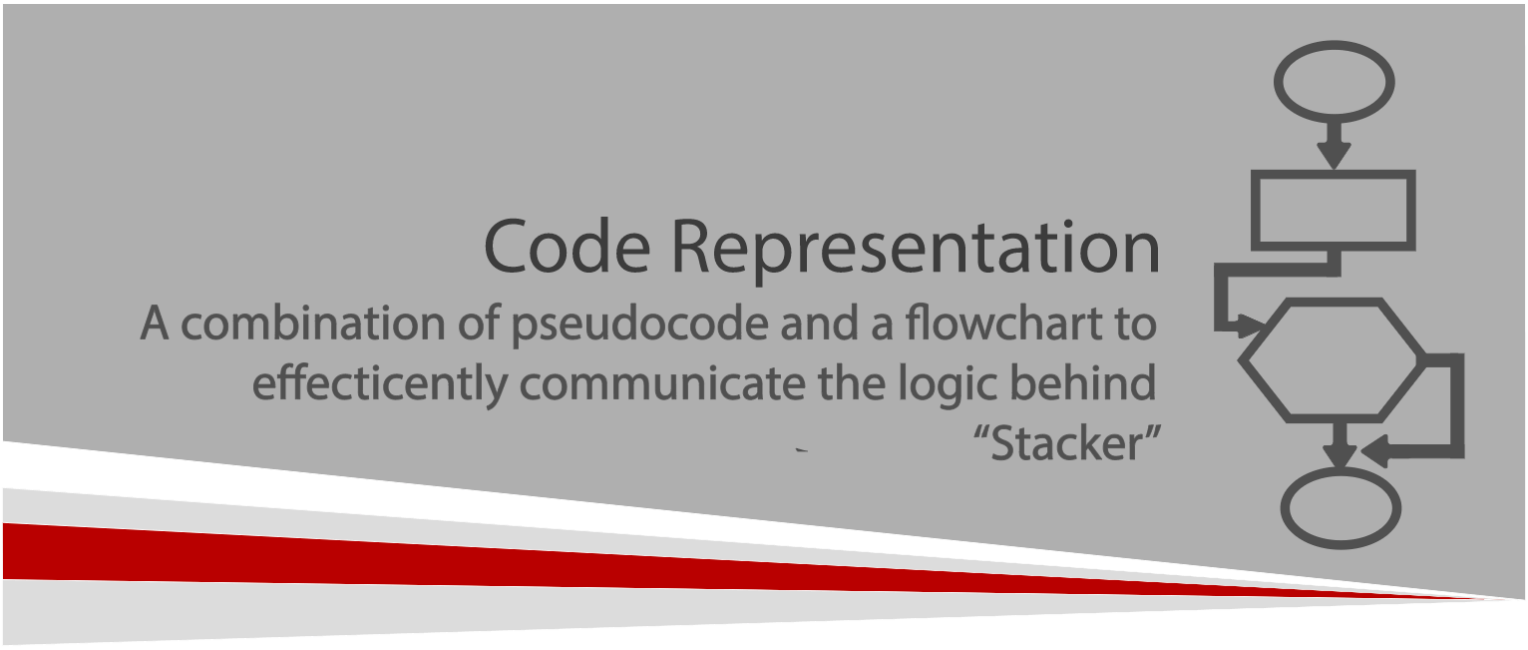

Pseudocode for overall game

Start: Display “Welcome to game. Please touch screen to begin”

if user selects “Play the Game”

Reference subprogram flowchart found here

if user selects “Rules/Instructions”

Print to screen:

“Stacker Rules:

The goal of Stacker is to stack a tower of blocks as high as possible.

To place a block, tap the screen. The higher you stack, the more points you get.

But be careful, if you miss the stack, it is GAME OVER!”

Wait for an additional screen touch to return to the main menu

if user selects “Statistics”

Opens “scores.txt”, a text file with the game top 5 high scores listed

Reads in the scores to name and score arrays

Declare counter i, for i = 0; i < 5; i++

Check if the player's score is greater than score[i]

If so, assign the player's score to score[i]

Assign each subsequent value of the score vector to its i+1 value (score[2] becomes score[3])

Print the high scores table to the proteus screen

Write the updated high score names and scores to "scores.txt"

Close the file.

Wait for an additional screen touch to return to the main menu

if user selects "Credits"

Print to screen:

> "Creators: Annie Bete and [redacted]. A big thank you to FEH instructors [redacted] for helping with project design and troubleshooting. Also, thank you to the FEH proteus resources found out https://u.osu.edu/fehproteus"

Wait for an additional screen touch to return to the main menu