get input from player

if input direction is opposite of current forward direction

{

forward = -forward

} else {

Save input direction in next turn variable

}

if position.x+speed.x = nextnodenode.position.x and position.y+speed.y=nextnode.position.y

{

position.x = nextnode.position.x;

position.y = nextnode.position.y;

}

if colliding with node

{

forward = input direction

nextnode = nextnode.linked node to the forward direction

}

Move forward