

1 Player

Function `setBodyTemp(int temp):`
| Sets the body temp of the player to temp

Function `setEnergy(int e):`
| Sets the energy of the player to e

Function `setGame(Game g):`
| Sets the game variable of the player to g

Function `setDigStrategy(DigStrategy ds):`
| Sets the dig strategy of the player to ds

Function `setRescueStrategy(RescueStrategy rs):`
| Sets the rescue strategy of the player to rs

Function `setWaterResistanceStrategy(WaterResistanceStrategy
wrs):`
| Sets the water resistance strategy of the player to wrs

Function `getFoodStore():`
| Returns the food store of the player

Function `setFoodStore(FoodStore fs):`
| Sets the food store of the player to fs

Function `getPartStore():`
| Returns the part store of the player

Function `setPartStore(PartStore ps):`
| Sets the part store of the player to ps

Function `getCurrentTile():`
| Returns the current tile of the player

Function `setCurrentTile(Tile t):`
| Sets the current tile of the player to t

Function addToInventory(*Item i*):
| Adds i to the inventory of the player

Function decrementEnergy():
| Decrements the energy of the player

Function incrementBodyTemp():
| Increments the body temperature of the player

Function decrementBodyTemp():
| Decrements the body temperature of the player

Function Chill():
| Decrements body temperature
| **if** *body temp equals to 0* **then**
| | The game is over
| **end**

Function pickUp():
| **if** *Eneregy is greater than 0* **then**
| | Decrement energy
| | Move the item from the current tile to the inventory of the
| | player
| **end**

Function Equip(*int inventorySlot*):
| Make the item in the inventorySlot-th slot active

Function placeOn(*Tile t*):

| Place the player on tile t

Function Step(*int direction*):

| **if** *Energy is greater than 0* **then**

| | Decrement energy

| | Move the player to the next tile in the given direction

| **end**

Function ResistWater():

| Resist water based on the player's waterResistanceStrategy

Function EatFood():

| Try to eat food from the FoodStore

Function Dig():

| **if** *Energy is greater than 0* **then**

| | Decrement energy

| | Dig based on the player's digStrategy

| **end**

Function RescueTeammate(*int d*):

| **if** *Energy is greater than 0* **then**

| | Decrement energy

| | Try to rescue the teammate on the neighbor tile in direction

| | d based on the player's rescueStrategy

| **end**

Function AssenbleFlare():

| **if** *Every player is on the same tile* **and** *The players have three*
| *FlareParts* **then**

| | Victory

| **end**

Function RemoveFromInventory(*Item i*):
| Remove the item p from the inventory of the player
