

Pseudocode main function

void main()

calls function initGame and sets value of variable worldWidth to 25 and value of variable worldHeight to 15

calls function generateWorld

prints out welcome message in green color

prints out instructions

prints out instructions on how to play the game in the following seven lines

prints out empty line

initializes scanner

prints out "Start the game? (Y/N)" - asks the player if he wants to play the game

next character entered by the player will be automatically changed to an upper case character

if input equals "Y" start game

else print "Game not started. Goodbye"