Workshop 9 Logic 1 Pseudocode

Variables

Battery\_life = 4.5 hours (270 minutes)

Time = T

Distance = D

Data Structure

Move\_tracker

START

1. Start exploring the dungeon, While Battery\_life > 0.
2. Perform a move forward Call Black box subprocess [Move] and Increment T by 1.5 minutes, D by 4 steps (update Move\_tracker).
3. Display Time analysis summary Time spent = T, Battery\_life = 270 -T, steps taken = D
4. Player wants to explore a room.
5. Call black box subprocess [CheckRoom].
6. If Room-A call black box subprocess ExploreRoom-A.
7. If Room-B call back box subprocess ExploreRoom-B.
8. If None go to step 5.
9. Repeat step 2.
10. Player reached end of the hallway Call subprocess [ChangeDirection].
11. Player wants to go back Call subprocess [TurnAround].

i) Player starts to return back.

a) Returns back before Battery\_life = 0, player safe go to step 1.

b) Does not returns back before Battery\_life = 0, Game Over go to END.

END