**Game Engine Assignment 1 - Main Game Loop**

<Initialize>

//- Set spawn locations for the monster and humans as well as controls and other starting values.

//- Get game assets building, monster and human textures and audio sources.

Buildmap();

</Initialize>

<Buildmap>

//Using the assets set in initialize build the level with the starting position of the monster and a couple starting humans to get the gameplay going.

SpawnMonster(spawnlocation);

Game();

</Buildmap>

< SpawnMonster >

//Spawn the monster at the passed location.

</ SpawnMonster >

<Game>

// if statements to control the rate of human spawning

// Keep count of the score with a simple incremented counter.

If (time <= 0){SpawnHuman();}

// Detect user input to move and use the monster’s abilities

// Detect is Esc is pressed to open the pause menu.

If (HumansEscaped >= limit){ GameOver(score); }

If (Keycode.Escape) {Pause();)

<Game>

<GameOver>

//Switch scenes and pass the final score for the round to the high score script.

</GameOver>

<Pause>  
 // Freezes the game during its duration.

// Options for returning to the main menu modifying the volume and returning to the game.

</Pause>