Main()

Oncreate{

Check current time

Find change from Last time to Current time

Catch up radio

playRadio()}

OnDestroy {Save current time to Last time}

playRadio()

if (no wanderer ) {Create wanderer }

start wanderer

while(true) {

if(no countdown){start countdown from +/-5 min on the half hour}

if(countdown <= 0){

play news()

start countdown from +/-5 min on the half hour }

play music() }

Wanderer()

If (first time){set gender}

While(true)

If (no current quest) {Choose from pool of available quests}

If (quest is done) {

Add new audio, if available

Change karma, if available

Add new quests, if available

Choose new quest }

playNews()

Choose theater or news

If (theater) {play next concurrent theater piece}

Else{

if (linked song) {play linked intro}

else {play random intro}

Choose global or wanderer news

If (global news) {play random global news}

Else {

Check wanderer done quests and karma

Play intro based off karma

Play audio from done quests}

Play random transition

Play random PSeA

if (linked song) {play linked outro}

else {play random outro} }