**Hare and Tortoise - Pseudo code**

**Game Manager**

Will hold the info of each player as the play through the game. This will be an empty gameobject that cannot be seen by the player but will run its script in the background.

* Count players playing the game on start
  + Maximum of 6 players. For now, minimum will be 1 player but will be changed to two if game is taken further as this allows me to debug and playtest to see if it works.
* Follows which player’s turn it is and moves camera to centre the player on screen
  + Camera can be moved by the player after
* Can move camera by moving mouse cursor to edge of screen
  + Will need a button on screen to reset the camera back to the player
* Holds current player’s info to calculate cost per square to move from player’s position
  + Counting all types of tiles
* Will hold information about the cost per tile
* Switch to another player’s turn once the player has made their decision
  + Once the player stops moving, will change to the next player.

**Player Character**

Player character will be a pawn that moves across the board. Since only one character can be on a tile the pawn piece can be quite large (although will need to have some way of showing the player what tile they are currently sitting on either on the UI or still can be read on the tile itself).

* Will store how much currency the player has
  + Starts at 60 to begin the game
* Clicking a tile shows how much it would cost to move to the tile in a small window above the tile
  + Green window = can move to tile
  + Red window = cannot move to tile (cannot afford or illegal move)
* Clicking ‘Ok’ will move the player piece to the tile
* Clicking ‘X’ will cancel the move
* Show player losing/gaining currency once they decided to move on the board
  + Will show animation of character moving to that tile as well

**Standard tile**

For now, the standard tiles are what the player can move forward to. These will be blank, however if the project is continued then they can be replaced by tiles with different properties.

* Game manager will count the number of tiles on the board in an array. This will calculate how much to move by
* Tile player can forward onto
  + Player cannot move backwards on to the tile
* For now, tile will be blank, but can be substituted later when various tile prefabs have been made
* Once the player accepts to move to the tile, the cost to move to the tile is deducted from the player’s total currency.

**Backwards tile**

Like the standard tile in size and properties, however players can only move backwards onto this tile. The tile will look different however either by colour or material to make them stand out as some tile players can move backwards to.

* Tile player can only move backwards on
  + If tile is ahead of player, player cannot move forward onto tile
  + Only allow player to move to closest ‘backwards tile’ behind them
    - Unable for player to move from one ‘backwards tile’ to another
    - Unable for player to move to a further ‘backwards tile’ if one is closer behind them
* Player is given currency based on how many tiles back the backward tile is to them
  + This increases by 10 per tile back they go