**Hare and Tortoise - Pseudo code**

**Game Manager**

- Count players playing the game on start

- Follows which player’s turn it is and moves camera to centre the player on screen

- Holds current player’s info to calculate cost per square to move from player’s position

- Switch to another player’s turn once the player has made their decision

**Player Character**

- Can move camera by moving mouse cursor to edge of screen

- Shown how much currency player has on screen

- 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 after they decided to move on the board

- Count how many tiles are ahead of player and behind player

**Standard tile**

* Tile player can move to
  + Must be ahead of player for them to move to
    - If behind, unable for player to move onto

**Backwards tile**

* Tile player can only move backwards on
  + If ahead, player cannot move 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