Menu:

Print MenuScreen

Input(UserChoice)

If UserChoice = 1 Then

PlayGame:

If exist(“conf.txt”) = false then

Quit

End If

headerReceived ← Read(“conf.txt”, header)

If (headerReceived = “BTL-CK-Assignment02”)

Import(“conf.txt”,BoardWidth, BoardHeight, N, BannedPositions)

Else

BoardWidth = 20

BoardHeight = 20

N = 5

End If

ForEach Element In BoardData Do

BoardData[Element] ← Null

End For

CurrentPlayerWin ← false

CurrentPlayer ← Player1

While (CurrentPlayerWin = false)

DrawBoard(BoardWidth, BoardHeight, BoardData)

ExportBoard to “gameTrace.txt”

Do Input(Position) Until InputCorrect

If Position = q Then

GoBackTo Menu

Else

UpdateBoard(BoardData, Position, CurrentPlayer)

CurrentPlayerWin ← CheckWinningCondition(N)

If (CurrentPlayerWin = false) Then

SwitchPlayer(CurrentPlayer)

End If

End If

End While

Input(PlayNewGame)

If (PlayNewGame = true) Then

GoBackTo PlayGame

Else

GoBackTo Menu

End If

Else If UserChoice = 2 Then

Print Information

Waitng Player Seen

GoBackTo Menu

Else If UserChoice = 3 Then

Quit

Else

GoBackTo Menu

End If