// Determines the difficulty

BEGIN GetLevelClass()

IF Score < 500

Return 'a'

ELSE IF Score < 700

Return random from ('a', 'b')

ELSE IF Score < 1000

Return 'b'

ELSE IF Score < 1500

Return random from ('b', 'c')

ELSE

Return 'c'

ENDIF

END

BEGIN LoadLevel()

LoadLevelFile()

Class = GetLevelClass()

LevelLayout = random from LevelFile[Class]

Load LevelLayout

END

BEGIN RenderOverlays()

Draw score

IF scene = "Pause"

Render pause screen

ELSE IF scene = "Lose"

Render lose screen

ENDIF

END

BEGIN MoveAI()

FOR enemy IN enemies

Move enemy

IF enemy moves to player's position

scene = "Lose"

ENDIF

ENDIF

END

BEGIN HandleEvent(event)

IF scene = "Pause"

IF event is "escape" press OR continue button pressed

Change scene to "game"

ENDIF

IF reset button pressed

Score = 0

LoadLevel()

ENDIF

ELSE IF scene = "Lose"

IF event is "return" press

Score = 0

Change scene to "game"

LoadLevel()

ENDIF

ELSE IF scene = “Start”

IF SceneId = 0

IF start button pressed

Scene = “Game”

ELSE IF help button pressed

SceneId = 1

ENDIF

ELSE

IF Next button pressed

SceneId = SceneId + 1

ELSE IF Previous button pressed

SceneId = SceneId – 1

ENDIF

ENDIF

ELSE

IF event is "escape" press

Change scene to "pause"

ENDIF

FOR tile IN grid

IF tile is pressed AND can move to tile

Move to tile

IF tile has enemy

Destroy enemy

Increase score

ENDIF

IF tile is exit

Increase score

LoadLevel()

ENDIF

MoveAI()

ENDIF

NEXT tile

ENDIF

END

BEGIN RenderGame()

Clear screen

FOR tile in grid

color = (50, 50, 50)

IF (tile.x XOR tile.y) BITAND 1 == 0 // determine if the square is light or dark

color = (70, 70, 70)

ENDIF

IF can move to tile

color.g = 100

ENDIF

IF clicking tile

color.b = 100

ENDIF

Draw tile with color 'color'

NEXT tile

FOR entity IN entities

IF scene != "Pause"

Advance sprite frame

ENDIF

Render entity sprite

NEXT entity

END

BEGIN Init()

Load grid

Load exit sprite

Load player sprite

LoadLevel()

END

BEGIN RenderStartScreen()

IF SceneId = 0

Display main screen

ELSE

Display help[SceneId]

ENDIF

ENDIF

BEGIN Main()

Create window

scene = "start"

WHILE window is open

FOR event IN event\_queue

HandleEvent()

NEXT event

IF scene = “start”

RenderStartScreen()

ELSE

RenderGame()

ENDIF

END WHILE

END