// Determines the difficulty

BEGIN GetLevelClass()

IF Score < 300

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

Change scene to "game"

ENDIF

ELSE IF scene = "Lose"

IF event is "return" press

Score = 0

Change scene to "game"

LoadLevel()

ENDIF

ELSE IF scene = “Menu”

IF game is starting

Load game

ENDIF

ELSE IF scene = “Game”

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

Handle button presses

END

BEGIN RenderGame()

Clear screen

FOR tile in grid

Draw coloured tile

NEXT tile

FOR entity IN entities

Advance sprite frame

Render entity sprite

NEXT entity

END

BEGIN Main()

Create window

scene = "start"

WHILE window is open

FOR event IN event\_queue

HandleEvent()

NEXT event

IF scene = “start”

Render start screen

ELSE

RenderGame()

ENDIF

END WHILE

END