Final Project Pseudo Code

Global

Start

Declare refresh timer

Declare duck hit box array

Declare duck rectangle array

Declare tree hit box

Declare shrub hit box

Image array variable for duck

Image array variable for dog

Declare ran num generator

Declare stream reader

Declare stream writer

Declare start button

Declare sprite timer

Declare duck timer

Declare duck sprite int

Declare Ammo int

Declare soundplayer

DuckCounter int = 0

Declare int Round counter = 0

End

Form Load

Start

Add shooting sound and music to sound player

Play music

Double buffer

Create form 1 paint method

Create mouse click method

Create timer tick method

Set timer interval

Start timer

Set form background as menu

Place button on menu

Create button method

Set size of form

End

Timer tick

Start

Refresh screen

If ammo = 0

Game over

End if

End

Button Click

Start

Change background to duck hunt in game background

Send button to null

Change cursor

End

Mouse Click

Start

Play shooting sound

Ammo - -

For loop running through duck rectangle array

If runs if the cursor was on a duck rectangle

If runs if the click was on part of the 2D array

Duck = dead

Ammo ++

End if

End if

End for

End

Form Paint

Start

Paint duck image on rectangle

Paint background on form

End

Duck timer tick

Start

Spawn duck

End

Sprite timer tick

Start

if duck sprite = 0

change to 2nd sprite

end if

if duck sprite = 1

change to 3rd sprite

end if

if duck sprite = 2

change to 1st sprite

end if

duck sprite ++

End