Australian College of Business & Technology Colombo

Programming

CSP1150D

Pseudocode

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Import random

From random *import* randint

Import time

Import sys

Set UnlockedBody to *False*

Function Main:

      Do while loop:

            Print Welcome Message

            Print Rules Of Game

            Get Player Names from *function* MainPlayerInput

            Print 'Do you want to play again? (Y/N)'
            Input 'Y' or 'N'

      End while loop

Function Animation:

      Animation = ⚀ ⚁ ⚂ ⚃ ⚄ ⚅

      For loop:

            Loops for 35 iterations of characters where it looks as if the dice are rolling

      End loop.

Function MainPlayerInput:

Do while loop:

Try:

Input number of players (Integer)

Create dictionary to store player names and spider

Create list to store and update values of spider (body parts)

Declare global variable UnlockedBody

For loop:

Loop through each player and obtain name for all

Add each name obtained to player dictionary

Do while loop (Loops until spider is complete):

For Loop:

Get Player Roll Values from *function* MainGameOutput

If UnlockedBody is *False*:

If Player Roll is 6:

Draw the Spider Body (Add Body to Spider List)

UnlockedBody is now *True*

If UnlockedBody is *True*:

If Player Roll is 1:

Draw the Spider Eye (Add Eye to Spider List)

If UnlockedBody is *True*:

    If Player Roll is 1 again:

        Draw the second Spider Eye (Add second Eye to Spider List)

If UnlockedBody is *True*:

    If Player Roll is 3:

        Draw the Spider Leg (Add Leg to Spider List)

If UnlockedBody is *True*:

    If Player Roll is 3 again:

        Draw the second Spider Leg (Add second Leg to Spider List)

If UnlockedBody is *True*:

    If Player Roll is 3 for the third time:

        Draw the third Spider Leg (Add third Leg to Spider List)

If UnlockedBody is *True*:

    If Player Roll is 4:

        Draw the fourth Spider Leg (Add fourth Leg to Spider List)

If UnlockedBody is *True*:

If Player Roll is 4 again:

Draw the second fifth Spider Leg (Add fifth Leg to Spider List)

If UnlockedBody is *True*:

If Player Roll is 4 for the third time:

Draw the sixth Spider Leg (Add sixth Leg to Spider List)

Display Spider

Print winner of the game

Break while loop

Except ValueError:

Display Validation Message

Return PlayerName

Function MainGameOutput:

   Declare global variable UnlockedBody

   While *True* loop:

      If Player Input is 'r' or 'R':

         Get Roll values using the RandInt() *function*

         Call *function* Animation

         If UnlockedBody is *False*:

            If Player Roll is 6:

               Print Player Name And Role

               Print Congratulatory Message and Spider Body Unlocked

               UnlockedBody is now *True*

         If UnlockedBody is *True*:

            If Player Roll is 6:

               Print Player Name And Role

               Print 'You already have the spider's body'

If UnlockedBody is *False*:

    If Player Roll is 3 or 4 or 1:

        Print Player Name And Role

        Print 'You need to acquire the spider's body before adding to it'

    If Player Roll is 2 or 5:

        Print Player Name And Role

        Print 'You don't unlock anything this round'

If UnlockedBody is *True*:

    If Player Roll is 3 or 4 or 1:

        Print Player Name And Role

        Print Message stating Body Part of Spider that is unlocked

    If Player Roll is 2 or 5:

        Print Player Name And Role

        Print 'You don't unlock anything this round'

Return Roll

Break While Loop

Else:

Print 'You need to press 'r''

Return

Call *function* Main