Spawn Enemy Algorithm

Pseudocode –

START

SET enemies spawned to FALSE

SET spawned enemies to 0

SET max spawned enemies to 10

WHILE enemies spawned is FALSE

FIND free space in game world

PLACE enemy object AT free space in game world

ADD 1 to enemies spawned

IF spawned enemies EQUAL TO max spawned enemies DO

` SET enemies spawned to TRUE

END LOOP

ENDIF

ENDWHILE

END