Joueur   [e: Game]   [La byrinth Vh]   1ere   Monstre

start()

n: niveau
Ba : Box available(i,j)
Bd : Box deadly(i,j)   placer (Bd)
Bb: Box barier(i,j)
générerlaby (n, Ba, Bb, Bd, t)
                            update_plateau()
u: current_position (i,j)
                    placer (u)
t= trésor (i,j)   check move()

loop [u =! t]

p: position
    desirée
jouer (p)

Alt
    p = Ba
            Move In direction (p)
                                    check-move()
                                    update_position(u)
    p = Bb
            Move In direction (p)
            Game over()   Death()

    p = Bb
                                       stay()