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| **ITEM** | **TYPE** | **FORMAT** | **DESCRIPTION** | **EXAMPLE** | **VALIDIFICATION** |
| playerWidth | Int | ‘nm’ | Gets the width of the main player image | 126 | Matches the width of the image |
| playerHeight | Int | ‘nm’ | Gets the height of the main player image | 100 | Matches the height of the image |
| loopRate | Int | ‘nm’ | Sets the rate that the main loop will run (fps) | 60 | Should be higher than 30 but less than 60 |
| SCREENWIDTH | Int | ‘nm’ | Sets the screen width | 600 | Must be less than the display size |
| SCREENHEIGHT | Int | ‘nm’ | Sets the screen height | 800 | Must be less than the display size |
| SCREENSIZE | Array | ‘nm,nm’ | Sets the screensize | 800,600 | Must be within the display size |
| Clock | Function |  | Creates a clock to limit the fps | P.time.Clock |  |
| White (same for all colours) | Array | ‘nm,nm,nm’ | RGB colour | 255,255,255 | Within 0-255, three sets of numbers |
| Road | Function (same for all loaded media) |  | Sets the background when playing the game |  |  |
| Play | Boolean | True/False | Sets the Boolean which controls the game loop | True | True or False |
| enemyCarDict | Dictionary | Key : value | Creates a str that can be used to call an object | 0 : Ecar0 | Must be a previously created object |
| Dispatch | Dictionary | Key : value | Creates a str that can be used to call a class method | ‘intro’ : ‘introscreen’ | Must be an str key and value. Value must be a defined method within the game class |
| Self.carX | Int | ‘nm’ | X coordinate for the main players car, this is updated further on | 375 | Must be an int and within screenwidth |
| Self.playscreen | Str | ‘abc’ | This variable is used when referring to the dispatch dictionary | ‘intro’ | Must be a key within the dictionary |
| Self.score | Int | ‘nm’ | The score of how many cars the player has passed | 0 |  |
| Self.name | Str | ‘nm’ | Name of the player used when saving highscore | pedro | Mustn’t be an inappropriate name |
| Self.saved | Boolean | True/fasle | Used to tell weather the score has been saved or not | False |  |
| Self.today | Boolean | True/false | Used to tell whether todays date is the same as the one within the todays highscore.txt file | True |  |
| Self.roadY | Int | ‘nm’ | Controls where the road is at as it scrolls | 0 | Must be less than the height of the screen |
| self.countdown | Int | ‘nm’ | Sets the number that the game will countdown from when started and un-paused | 3 |  |
| ScrollY | Int | ‘nm’ | scrollY is the Y coordinate that the image will be displayed | 0 | Must be less than the height of the screen |
| oldCarX | Int | ‘nm’ | Temporary variable that contains the old car X coordinate | 345 |  |
| Movement | ‘str’ | ‘abc’ | Temporary variable that determines which direction the car has moved | ‘left’ |  |
| Difficulty | Int | ‘nm’ | Number determining how hard the game is | 5 |  |
| X | int | ‘nm’ | Sets a temporary x coordinate for the countdown numbers to be displayed | 350 | Must be within screen width – 225 as this is what’s added within the while loop |
| Crash | Boolean | True/false | Determines whether the car has crashed | True |  |
| Press | Boolean | True/false | Determines weather a button has been pressed. This is only used within the highscoreScreen | True |  |
| Save | Boolean | True/false | Temporary value that determines whether the score has been saved or not | True |  |
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