Data Dictionary:

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| --- | --- | --- | --- | --- |
| Identifier | Data Type | Number of storage bytes | Description | Example |
| loopRate | integar | 4 | Stores loop rate value throughout program | 30 |
| SCREENWIDTH | integer | 4 | Stores width of screen | 288 |
| SCREENHEIGHT | Integer | 4 | Stores height of screen | 512 |
| BASEY | Float |  | Sets value of where base will be | 404.48 |
| PIPEGAPSIZE | Integer | 4 | Used to tell program distance between pipe | 100 |
| IMAGES, SOUNDS, HITMASKS | Dictionary |  | Used for accessing different images and hitmasks throughout program | {} |
| IMAGES[‘numbers’], HITMASKS[‘pipe’], HITMASKS[‘player’] | Dictionary |  | Accessing ditionaries | [‘numbers’] |
| playerIndex | integer | 4 | Used for indexing player throughout code | 0 |
| playerIndexGen | Array |  | Used to cycle through flapping of bird | [] |
| basex | Integer | 4 | Value of base x | 0 |
| playerx, playery | Integer | 4 | Positions of player as x and y values | 58 |
| loopIter | interger | 4 | Used to tell program the iteration | 0 |
| score | Integer | 4 | Score that changes throughout program | 6 |
| upperPipes, lowerPipes | Dictionary |  | Used to store values for the pipes | {‘x’: SCREENWIDTH + 200…} |
| pipeVelX | Integer | 4 | Used to move pipe to the left as the game goes on | -4 |
| playerFlapped | Boolean | 1 | Used for checking whether player has been flapped | True |
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