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| --- | --- | --- | --- | --- | --- |
| Item | Type | Format | Description | Example | Validation |
| clock | pygame.time.clock |  | Clock to control the loop rate |  |  |
| loopRate | integer | nn | Sets the maximum loop rate | 60 | n/a |
| SCREENWIDTH | integer | nnn | Width of the playing screen in pixels | 768 |  |
| SCREENHEIGHT | integer | nnnn | Height of the playing screen in pixels | 1024 |  |
| SCREENSIZE | array of integers | [nn,nn] | Holds variables SCREENWIDTH and SCREENHEIGHT |  |  |
| screen | pygame.display |  | Display screen for the main game |  |  |
| DEFAULT\_TEXT\_SIZE | integer | nn | Default size of text in pixels when rendering for display | 48 |  |
| white | array of integers | [rrr,ggg,bbb] | Define the colour white in RBG 256 format | [255,255,255] | Integers must be between 0 and 255 |