The concept for my game is that you're a sandwich shop owner that has to catch sandwiches falling from the sky

Make a class for the intro scene as shown in the diagram using the game engine initialize it with the values to their respective potions on the screen make it so if the player

if the player hits play then start the game with the sandwich and player on the screen

If the player hits quit exit the game

The last score and instructions are shown as well

As shown in the diagram make a sandwich class that falls down from the top at a random point on the x axes of the screen when a sandwich hits the ground the sandwich is destroyed when a sandwich hits the player it's destroyed, and a point gets added to the score if the player tries to leave the screen they get stopped

Make the size 75x75

With a move speed of 4

Make a player class that moves left and or right based on player input with the arrow keys

The player starts at the center of the screen on the bottom

Make the player 150x150 size

Make its move speed 5

The game will have a background of a mall

When the player hits the sandwich play a reward sound affect

Make a main function that runs the main loop

This will be the sprite for the shop owner   this is the background

This is the sandwich sprite

This is the sound I used is "cute level up sound"

Citations

Sandwich: Pixel art food, pixel art design, pixel art characters. Pinterest. (2018, August 18). https://www.pinterest.com/pin/663577326321744290/

Free vector: Cartoon Food Court interior design. Freepik. (n.d.). https://www.freepik.com/free-vector/cartoon-food-court-interior-design_40178967.htm#fromView=search&page=1&position=5&uuid=ae9e636c-1f2f-4abf-bc94-22b8b145f765

Robot boy sprites 2D game asset for indie game developer. Bevouliin. (2023, April 7). https://bevouliin.com/robot-boy-sprites-2d-game-asset/

Free game sound effects download - pixabay. (n.d.). https://pixabay.com/sound-effects/search/game/