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Computer Coding

7 April 2024

Psuedo Code:

Import necessary libraries

Define a Coin class inheriting from a Sprite class

Initialize the coin with an image, size, and position

Define a reset method to reset the coin's position

Define a method to check if the coin is out of bounds

Define a Charlie class inheriting from a Sprite class

Initialize Charlie with an image, size, position, and movement speed

Define a method to process Charlie's movement based on user input

Define a Game class inheriting from a Scene class

Initialize the game scene with an image

Initialize Charlie and a list to hold coins

Define a method to process game events

Check for collisions between Charlie and coins

If there's a collision, reset the coin's position

Define a main method to create a Game instance and start the game

Main program

Create a Game instance

Start the game