What we need done for game to work.

Variables

* Classes for food
  + 10 good foods
  + 5 bad foods
  + Each class will have it’s own number.
  + Will use an image as the object.
* Plate
  + Will use an image as the object.

Actual Game

* Loop in order to repeat this function. There will be an if loop, collision between the good and fruits will The loop only stops when collision between the bad foods and the plate occurs three times.
  + Program picks a random number 1-15
    - 1-10 will pick the good foods
    - 11-15 will pick the bad foods
  + Once selected in the loop it will pick a random number 1-6 to determine which row it will go down.