

OVERALL STRUCTURE

initialisation

- Sprites
- position functions

key handler

- escape quit/menu
- space start

mouse handler

- mouse sprite(xpos/ypos) = cursor pos

Use this sprite for calculations

Lie: button clicking

update

check level / check if menu is disabled

enable level

game loop

- if mouse cursor is over rock and mouse down cursor
 - so join xpos/ypos
- & calculate cursor & check if it's in a viable distance
- set speed of rock Lie not too close/ too far

- if king is hit
 - enable victory
 - Lcollision check if any object is hit

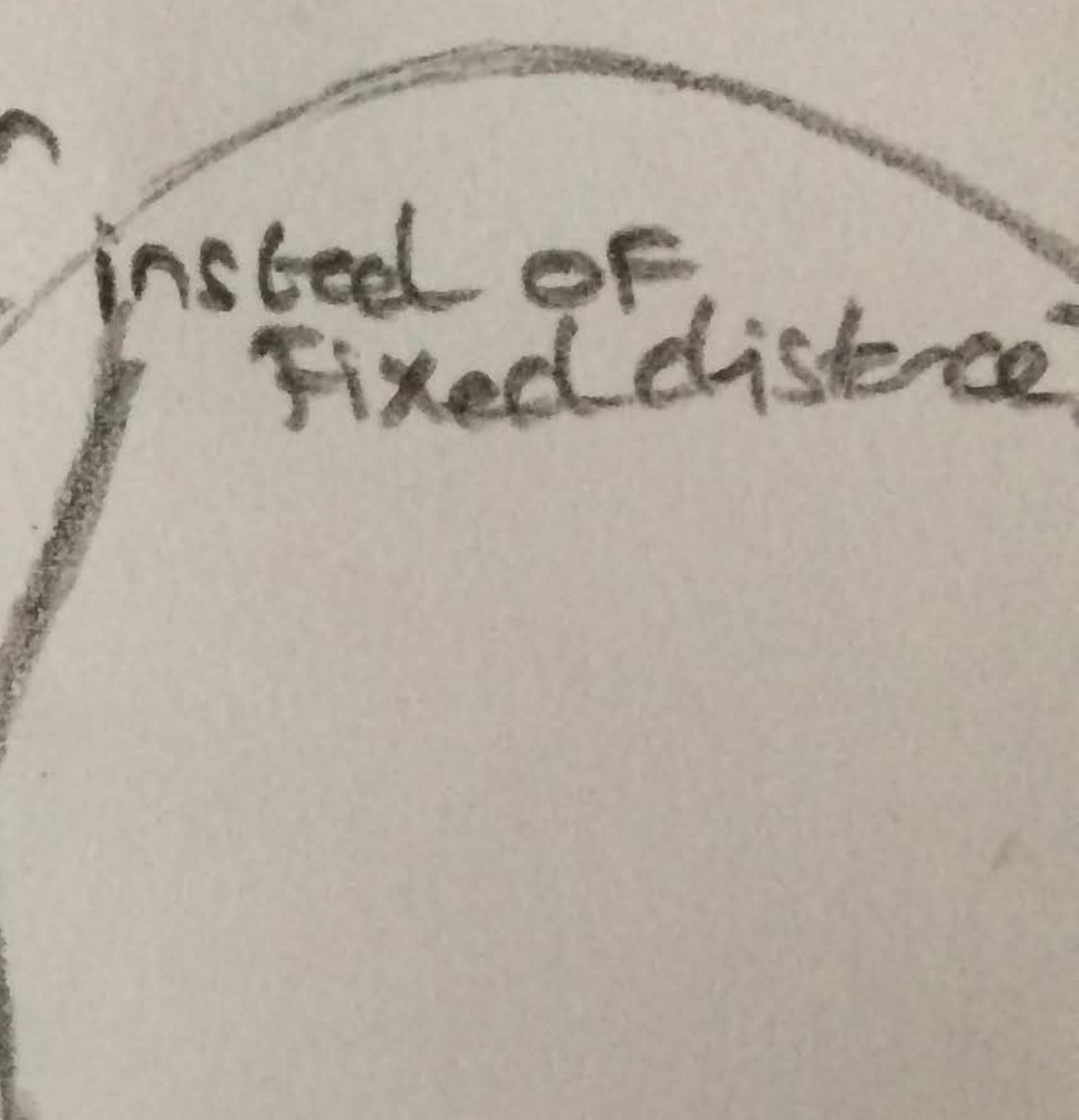
otherwise reduce life and reset rock pos
keep checking score.

squad equation

$\propto \frac{1}{distance}$

$\Delta - - - - -$

check
distance



render

- if rock has been fired
 - render
 - don't render menu