Import pygame and simpleGE

Create a class for apple (points); initialize; set size, position, speed, and image; reset at top assign random speed

Create a class for basket (player); initialize; set size, position, speed, and image

* Add movement with left and right arrow keys; change image between L and R

Create a class that defines a score; initialize; set text and position

Create a class that defines a timer; initialize; set text and position

Create a class that houses the main game process; initialize; set background image, add sound, amount of apples, timer, score, place character model, load sprites; check if apple collides with basket; set what happens when timer hits 0

Create a class for splash/ title screen; initialize; set image to background, add game directions, add buttons to start and quit, last score

* Allow user to click on start and quit buttons

Function that calls and starts the game

If name == main

main