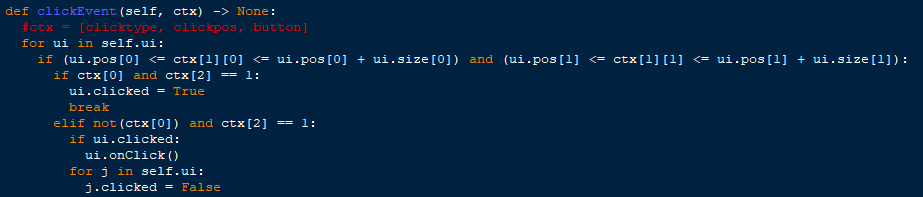
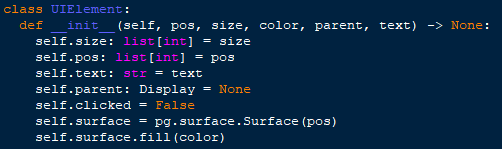
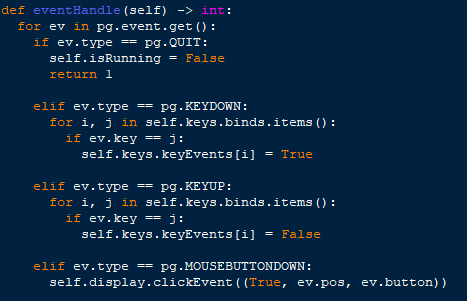


Play button doesn’t work

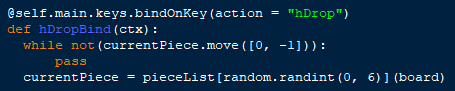




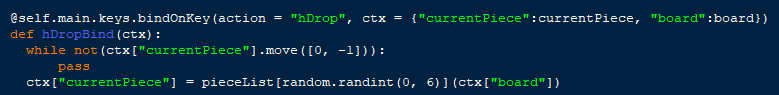
Pos was used instead of size at self.surface



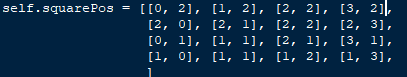
No event handle for mousebuttonup



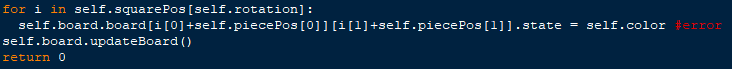
Variables called outside their scope



Mutating a dictionary causes object to not be mutated

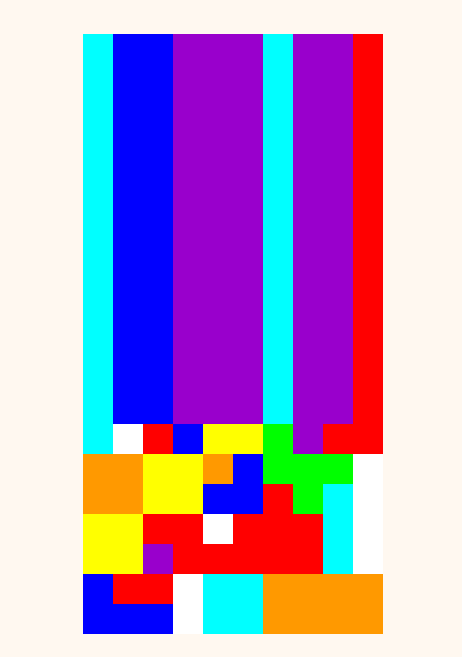


Defined a 2d array and not 3d (this took an hour to fix)!!!!





Loops through columns first instead of rows.

****

Row gets removed from code whenever the line is cleared. Leads to an interesting error