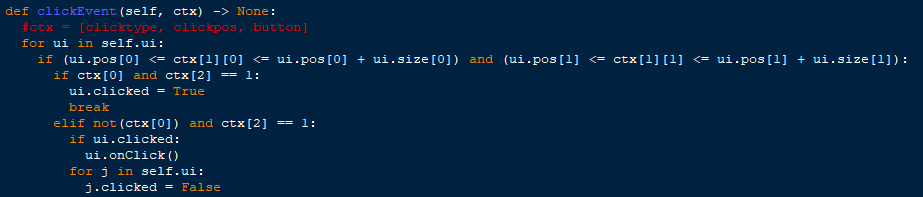
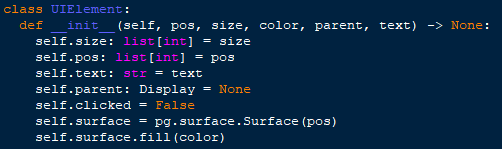
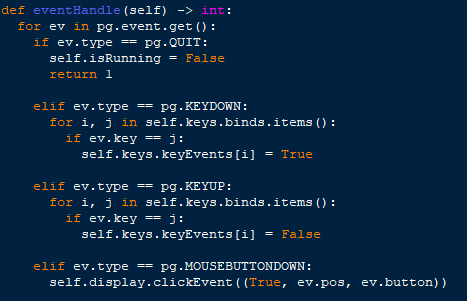


Play button doesn’t work

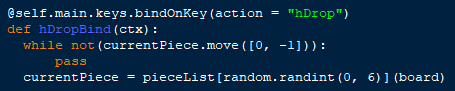




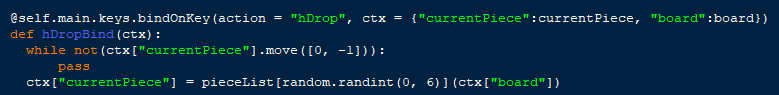
Pos was used instead of size at self.surface



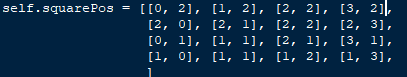
No event handle for mousebuttonup



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)!!!!