# V1

Main

1. Get the input and output handles
2. Get the size of the screen
3. Write a message to the screen with instructions. Probably in the centre or someplace prominent
4. Loop
   1. If right mouse click event
      1. Create new bouncer at the position of the click
   2. If left mouse click event
      1. Destroy any bouncer at the position of the click
   3. Draw empty space over all bouncers' current positions
   4. Move bouncers to next position
   5. Draw all bouncers in new position

# V2

Main

1. Call SetupConsole()
   1. Get the input and output handles
   2. Get the size of the screen
2. Create an intro message to display with instructions
3. Call WriteMessage(intro message, size of screen)
   1. Draw text centered vertically and horizontally.
4. Declare the vector of Bouncers
5. Declare an array of Colours to use for the Bouncers
6. Loop
   1. If right mouse click event
      1. Create new bouncer at the position of the click
      2. Each new bouncer gives player 5 ammo
   2. If left mouse click event and player has ammo
      1. Destroy any bouncer at the position of the click
      2. Increase score
      3. Decrease ammo
   3. Draw empty space over all bouncers' current positions
   4. Move bouncers to next position
   5. Draw all bouncers in new position
   6. Draw score, ammo
7. Shutdown/Cleanup
   1. Make sure the vectors are empty

