1. **Ball Object**
   1. Setup the array for locX’s x coordinates
   2. Setup the array for locY’s y coordinated
   3. Setup the array for various velocity speeds for fallX
   4. Setup the array for various velocity speeds for fallX
2. **Random Color**
   1. Define red as random
   2. Define green as random
   3. Define blue as random
   4. Receive red, green, and blue as your return color
3. **Setup**
   1. Create Canvas or setup the size of the canvas
   2. Assign fill color as the random color function we created before
4. **Draw**
   1. Make the background dark grey
   2. Use for loop to creates all 10 circles
      1. Call the actual circle command
      2. Make sure that each circle created at their corresponding locX is moving
      3. Make sure that each circle created at their corresponding locY is moving
      4. Make sure the circle bounces off the edge when it reaches the edge for X
      5. Make sure the circle bounces off the edge when it reaches the edge for X