1. **Ball Class** 
   1. Constructor that sets up the variable argument list
      1. Location on the x axis
      2. Location on the y axis
      3. Fall speed along the x axis
      4. Fall speed along the y axis
      5. Color of the ball
      6. Radius of the ball
2. **Ball Pit**
   1. Create an empty array to store all the instances we’ll be creating.
3. **Random Color**
   1. Define the value of red as random
   2. Define the value of green as random
   3. Define the value of blue as random
   4. Return color as red, green, blue set to random.
4. **Setup**
   1. Create the canvas for us to work on
   2. For loop to set up each instance for the Ball Pit array
      1. Define ba as the Ball class, and define the argument list
      2. Push this newly created instance into the array
5. **Draw**
   1. Set the background color to light grey
   2. Draw ten balls on the campus
6. **Draw Ball**
   1. Create a circle
   2. Set the fill color
   3. Make it move along the x axis
   4. Make it move along the y axis
   5. Make it bounce off the edge of the x axis
   6. Make it bounce off the edge of the y axis