Slide and Catch Pesudocode/Algorithm

Import pygame, random, and simpleGE modules

Create an object called Ketchup

Initialize it, set its image, size, and position

Create the reset function, have this function set the ketchups spawn place and fall speed

Create a boundary check function, have it reset the ketchup if it falls of the screen

Create the player, BurgerLad

Initialize it, set its image, size, position, and movespeed

Create a process function to move the player left and right when an arrow key is pressed

Create the game scene

Initialize it, set its image, spawn the player, spawn the ketchup, assign the sprites

Create the collision handler: if ketchup collides with the player, reset the ketchup

Define main

Initialize main