

Algoritme:

Start

Define 3 points with random X and Y value

Draw triangle from points

Make a object with random X and Y value inside the triangle

Draw the object

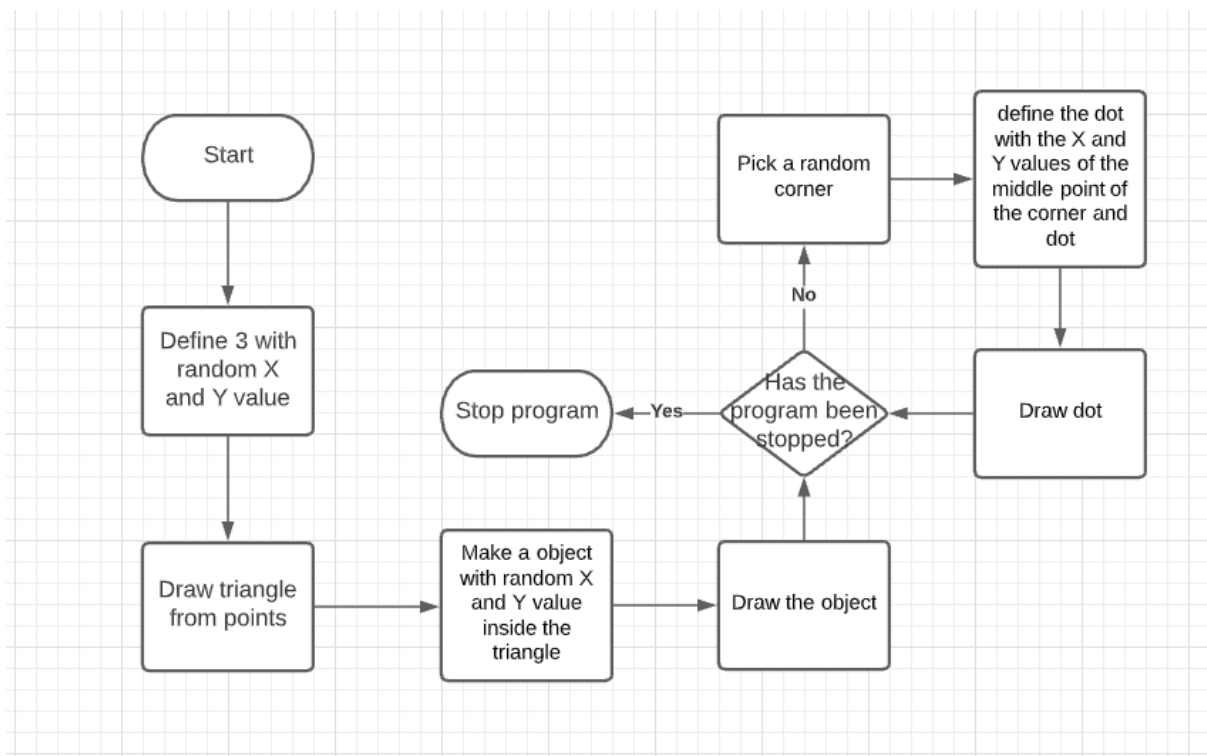
While the game hasnt been stopped

 Pick a random corner

 define the dot with the X and Y values of the middle point of the corner and dot

 Draw dot

Flowchart:



Kodeskelet:

```
main.py x
1
2
3     Housekeeping = 0
4     i = 0
5     def GenerateStartDots():
6         pass
7
8     def GenerateStartObj():
9         pass
10
11    def CycleOfDrawing():
12        pass
13    def ChangeObj():
14        pass
15    def DrawObj():
16        pass
17    GenerateStartDots()
18    GenerateStartObj()
19    while i < 100000:
20        ChangeObj()
21        CycleOfDrawing()
22        DrawObj()
23        i += 1
24
```