Reflex Game Pseudo Code

1. Initial function
   * Display Intro, with instructions
   * Display start button
2. Game Start
   * Start button is hidden
   * Create counter
   * Counter increases by 1 every millisecond
   * For every counter move, the object will move 1 pixel closer to the center/reaction point
   * When Left mouse button down, or space bar pressed, counter stops, so object stops
   * Counter is equivalent to amount of pixels moved
   * Reaction point will be X pixels from starting point
3. Score
   * Alert prompt displaying score
   * Score will be calculated by X-Pixels = Z
   * So 0+Z = A
   * A =how many Pixels off from the reaction point
   * So alert prompt will display A as the score
   * When OK pressed, score, counter, object, and the game reset
   * Start button re appears