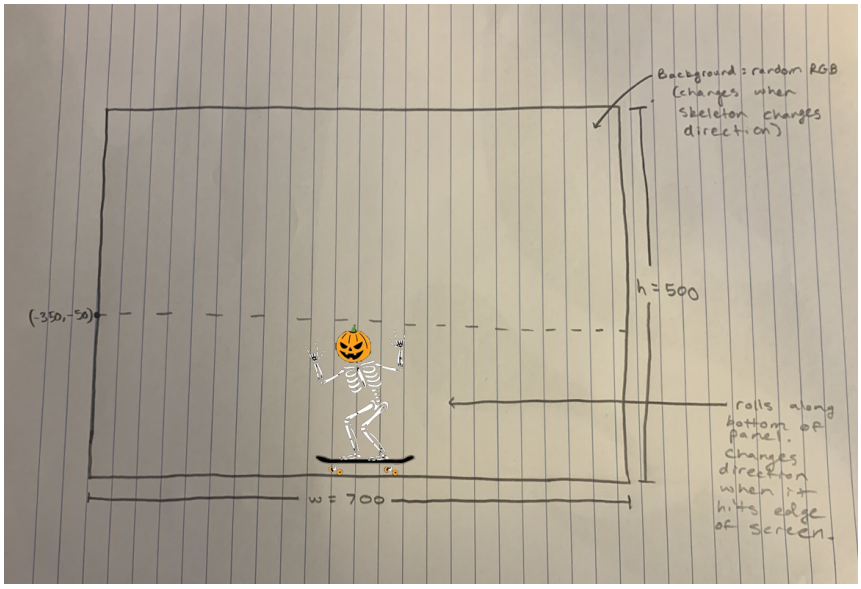

By: Gabe Butler, Erica Hung, Hairong Li

Tasks:

- Have skeleton rolls at the bottom of the screen
- When the skeleton hits the left/right edge of the screen, roll in the opposite direction
- When the skeleton hits the left/right edge of the screen, change panel color to random RGB

Steps:

- Write description atop the code
- Import turtle libraries
  - import turtle, random
- Set up panel size and background color
  - turtle.panel()
  - turtle.background("black")
- Set up variables, functions, panel, etc...
- Make turtle w/ skeleton image
- Have turtle at the bottom of the screen and moving to the left/right
- Boolean to detect with the turtle hits the edge of the screen
- define a function
- When boolean if true:
  - Change the image and direction (change turtle to the image of skeleton facing the other way (flipping skeleton image will be more difficult instead of having 2 images (left skeleton and right skeleton))

- Generate random R, G, and B values and change the background panel to that color
- Repeat forever or until a specified stop time is reached (i.e. turn around 20 times)
- turtle.done()tell turtle to stop