**tmrGameTimer\_Tick**

Call UpdateUI sub

**frmMain\_Load**

1. Initialize the game
2. Call InitBars sub

**UpdateUI**

1. Update the game interface
2. Call MoveBall sub
3. Call MoveBars sub
4. Call DrawGraphics sub

**DrawGraphics**

Update the graphics displayed

**Form1\_KeyDown**

Manage key presses

**InitBars**

Add horizontal bars to the game

**MoveBall**

Move the ball downwards taking contact into account

**MoveBars**

Move horizontal bars upwards