Setup → Set canvas size → Set a way to track time → Load the images → Loop for array

Draw → Set up boolean for playing game → Set up boolean for start screen → set boolean for when you are in game over screen

Running Game Function → If statement for finishing game → Draw the background → Loop for the background object → Have a score tracker → Display the ghost → Include ghost physics

If statement for finishing game:
- If score more then goal → Yes → Win boolean is true → Game over screen is true
- Else if → The timer is more then limit → You lose screen → winning is false → no longer playing the game

Start Screen → Text to include what to do → Image of start button → Set the score to 0

Game Over Screen → If statement for winning → If you have won → Yes → Win game image
- else if → Losing image

Background → loop that repeats → Max out at the height → Rectangle that gaps depending on how far in the array

Mouse over ghost checker → If statement to check if over the ghost → If it is, increase the score by 1

Mouse Clicked → If you click in the start screen → Stop showing the start screen → Start showing the in game screen → Get the current framecount → Reset the physics of the ghost

Mouse Clicked → If you click in the ending screen after a few seconds → stop playing the end screen → Go back to the start screen

Mouse Press → Run the check to see if the mouse is over the ghost to increase the score

Class #1

Ghost → Set up the physics → Position Pvector → Acceleration Pvector → Velocity Pvector

Ghost → Check if the ghost hits wall → Add veloc and accel → If ghost hits either wall → Reverse Accel → Reverse Veloc

Ghost → Display function for the image of it

Class #2

Machine → Set up changeable parameters

Machine → Display function for what it looks like