CS Image animation algorithm

Import pygame and random

Main()

Idea/alter

* Initialize pygame and display the screen size using the pygame modules to a size of 640 by 480
* Create a variable named background that loads an image. Make the image match that of the screen size.
* Create a separate variable called “sword” for a new image that is smaller then the screen by a preferably large amount
* Give sword an x and y position to start at
* Create a dx and dy to help set the direction of the sword while it is moving

While loop

* Create a while loop that keeps the game going.
* Check the boundaries of the sword so that it bounces if it hits any border.
  + Give dx and dy random ints between negative and positive numbers for speed variety.
* Use screen.blitz to refresh the images consistently so that the sword looks as if it is moving.