

Maze Game order of operations

Initialize Window and Graphics:

- Set up the window with the specified title, width, and height.

Initialize Drawing Variables:

- Set initial positions for drawing (startX and startY).

Initialize Ball Variables:

- Set the initial position for the ball at the center of the window.

Main Loop:

- Start the main game loop.
- Within the loop, handle user input, update game state, and draw graphics.

Handle User Input:

- Listen for user input (e.g., arrow keys) to control the movement of the ball.

Update Game State:

- Update the position of the ball based on user input and ball speed.
- Check for collisions with walls or other game objects.

Check Game Completion:

- Check if the conditions for completing each game have been met (gameOneCompleted, gameTwoCompleted, gameThreeCompleted).

Display Game Graphics:

- Draw the maze, ball, and any other game objects on the screen.