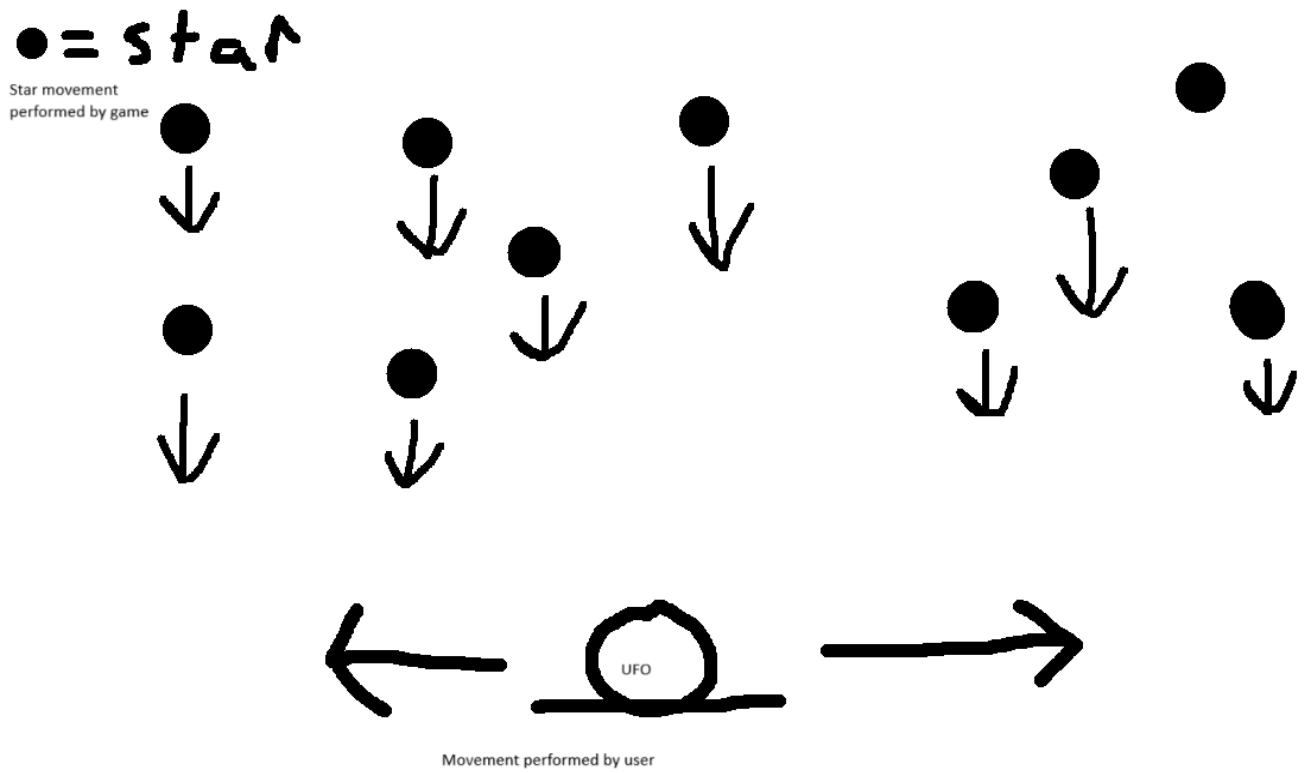
The main goal of this project is to create a game in which a singular object controlled by the player collects other objects in order to achieve some sort of a goal. In the case of my project, the player controlled object will be a spaceship/ufo and the collectibles will be stars. Below is a diagram that will help visualize the final product.



Create a class for the star called “Star”

- Create an initializer function
  - Use the star’s sprite png
  - Set the star’s size
  - Set the star’s minimum and maximum speeds
  - Run the reset function
- Create the reset function
  - Set self’s y to 10
  - Set self’s x to a random integer between 0 and the screen’s width

Set self's dy to a random integer between the minimum and maximum speeds

Create the check Bounds function

If self's bottom is greater than self's screen height

Run the reset function

Create a class for the spaceship/ufo called "Alien"

Create an initializer function

Use the spaceship's sprite png

Set the spaceship's size

Set the Spaceships position to (320, 400)

Set the spaceship's move speed to 5

Create a function called "Process"

If the left arrow key is being held down

Move the spaceship left

If the right arrow key is being held down

Move the spaceship right

Create a class called "Game"

Create an initializer function

Use the background's sprite png to make the background a space background

Create variables for all the sprites

Create a variable for the collect sound effect

Create a variable for the number of stars

Create a variable called stars and give it an empty list

For i in range of the number of stars

Append Star(self)

Create a variable called sprites give it a list of all the sprites

Create a function called “process”

For star in stars

If a star collides with the spaceship

Run the reset function

Play the star’s collect sound effect

Create a main function

Create a variable called game and set it equal to the function “Game()”

Start the game function

If name is equal to main

Run the main function