Define the main function

    Import pygame and initialize

    Create the screen

    Set the caption

    Create a variable called water and define its attributes

    Create a variable called floatie and define its attributes

    Create a variable called clock and set equal to pygame's clock

    Create a variable called keepGoing and set equal it to true

    While keepGoing :

        Make the clock go for 30 seconds

        For event in pygame.event()

            If the event's type is quit pygame

                Set keepGoing to false

        Add 5 to floatie's x coordinate

        If floatie's x coordinate is greater than the screen length

            Set floatie's x coordinate to zero

        Give water a screen blit at 0,0

        Give floatie a screen blit at its previously defined x and y coordinates

        Flip pygame's display

Quit pygame