Button Game Notecatcher

Instructions: Choose one person to be the “scribe” for the group and share their screen while they type. The scribe will capture suggestions and write pseudocode for the group. You may refer to the [p5 documentation](https://p5js.org/reference/), but **no one should be typing in the web editor**. The focus is not on using full JavaScript syntax, but on determining the **steps needed** to code the project. The bottom row provides an example.

| **Game Functionality** | **Description** | **Code to use (optional)** |
| --- | --- | --- |
| Clicking the button |  |  |
| Moving the button |  |  |
| Resetting the score |  |  |
| Display instructions |  |  |
| Starting the game | When user presses the spacebar, the start screen disappears and the game begins | function keyPressed(){}  if statement  keyCode variable |