They are holding left for 3 iterations, and then up for 3 iterations

|  |  |  |
| --- | --- | --- |
| Line Number | Self.rect.centerx (box) | self.rect.centery(box) |
| 37 (called from 95) | 900 |  |
| 38 (called from 95) |  | 700 |
| 52 (called from 109) | 895 |  |
| 52 (called from 109) | 890 |  |
| 52 (called from 109) | 885 |  |
| 52 (called from 109) |  |  |
| 58 (called from 109) |  | 695 |
| 52 (called from 109) |  | 690 |
| 52 (called from 109) |  | 685 |

|  |  |  |
| --- | --- | --- |
| Input | Process | Output |
| Arrow keys for the direction to go in | 1. Draws the scene and the 2 sprites 2. Runs pygame loop 3. Enters function and checks if a button is held or if the lightning bolt should move 4. Checks if time is up or the objects collide | The square moving  You lose if time is up  You win if you hit the lightning bolt  The lightning bolt moves at random intervals |