Plan for Completion:

Tasks that need to get done:

Cat:
- Get the cat to blit on screen
- When directional inputs are pressed, the running animation in that direction will play
- Cat has a set speed that affects the other objects

Dog:
- Get the dog to blit on screen
- When directional inputs are pressed, the dog will move in the opposite direction to stimulate the cat's movement.
- If the dog gets within a certain radius of the center, the dog will begin to move towards the center of the screen
- Depending on whether the x and y values are positive or negative, specific running animations will play
- Make the dog class into an array so that multiple dogs can be running at once

Walls:
- Get a wall to blit on the screen
- When directional inputs are pressed, the wall will move in the opposite direction to stimulate the cat's movement.
- If the wall gets too close to the area around the cat, the wall will stop traveling in the direction that the cat is hitting
- Turn the class into an array so that multiple walls can be simulated at once
- Use walls to construct a map

Keys:
- Get a key to blit onto a screen
- Blit the number of keys on the screen you have (0)
- When directional inputs are pressed, the key will move in the opposite direction to stimulate the cat's movement.
- If the key gets too close to the center, the key disappears
- When the key disappears, increase the number of keys by one
- Make key into an array of 3 keys

Fish:
- Get a fish to display on the screen
- Create a green rectangle at the bottom of the screen, and text above it saying "Stamina"
- Every few seconds, decrease the length of the rectangle by a certain amount
- If the length becomes zero, the player loses
- If the fish gets too close to the center, the food disappears and is "consumed"
- When fish is consumed, increase the length of the rectangle by a certain amount
- Make fish into an array

Starting Area:
- Make a single rectangle that is printed first (It will be on the ground)
- When the cat is in this area, check to see if all three keys are collected
- If all 3 keys are collected, you progress to the next level

Playing the game:

Key-
- Make like 5 - 7 points, when the game loads 3 of the points will be picked at random and the keys will go there
- If the number of keys collected equals 3, set the dog's radius to be super high so all dogs chase you

Dogs-
- Make a list of points where the dogs will spawn, the number of these needed will be picked randomly and dogs will spawn there

Fish-
- Do the same thing as with the dogs

After each level:
- The map doesn't change, but the number of dogs increases
- Decrease the effectiveness of food