Slide and catch game part 2

Psuedo code

I add a INTRO scene

I self-set image to Abandoned jpg

I used the self method to bring in instructions

I used the multi tool plug in from Andys Get hub to help me out with the instructions

I used self to import instructions to then use text files to say “Bike Slide and Catch Game","Instructions:","The goal is to Collect as many women as you can","Key controls:",'Use button "<-" and "->" on the direction key pad to move'”

I set the size and with of the text box

I created a def progress for the instruction screen so when i clicked it it moved on the the next screen for the game.

I added time label to self.sprites in class game

I added to the def process and added when the timer gets to 0 it will go to the start screen but i had trouble getting it to work sadly

I added class timeLabel

I created the text of the timer

I made the width and size

I centered where i wanted it to be