Slide and catch game Sudo code

Class Bike:

Set my player/character

Made the sizes and image to the right length and size

Named it and set it as a png

I then did the process of the bike and how it moved

Class women:

I set a picture of a woman png

I made sure I made it random for the women to fall in different positions

I set size and length of the png

Set the boundaries of the screen on where they fall

Class game:

I set the brack ground as an abandoned ally way

I made the length and size of the picture to fit frame

I set ranges on where the women and bike go

Then i made sure to set main at the bottom of the code