## Module: Pygame

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| Pygame | |
| Lots of standard functionality from this free module | GameMap  Main  Hero |

## Module: Main

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| Game | |
| Initialises Pygame (screen, clock) Updates itself (main game loop)  Draws to screen  Checks to see if you’ve won game  Checks to see if you’ve quit game  Updates timer | Pygame  Hero  GameMap |

## Module: Hero

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| Hero | |
| Draws itself Moves itself within walls | Pygame  Game  GameMap |

## Module: GameMap

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| Block (rectangle describing position of a wall block) | |
|  | GameMap |

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| GameMap | |
| Load the logical map from file  Draw the map image to the screen  Make a list of the wall blocks | Pygame  Block |