## Module: Pygame

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| Pygame | |
| Create screen object  Create clock  Manipulate subsurface objects with rectangle definitions | GameMap  Main  Hero |

## Module: run\_jeff

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| Game | |
| Initialise 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 when keys pressed | Pygame  Game  GameMap |

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| Monster\_move | |
| Draws itself Decides where hero is and tries to move towards it  Moves itself within walls when keys pressed  Knows if it has caught a hero | Pygame  Game  GameMap  Hero |

## Module: GameMap

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| Block (rectangle describing position of a wall block) | |
| Assign rectangle property | 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 |

## Module: LeaderBoard

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| LeaderBoard | |
| Loads the leaderboard scores from file  Sorts the leaderboard scores  Knows the score of the game just finished and adds to the leaderboard | Game |

## Module: Startbox

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| Startbox | |
| Asks user for their name  Starts the game | Game |