**Main Algorithm**

create window

create game

play game

close window

**Class Game**

***Instance Attributes***

window # the window on which to draw

pause\_time # pause time between drawing frames

close\_clicked # indicates if close button was clicked

continue\_game # indicates if game should continue

# add attributes as required

***Instance Methods/Blocks***

**initialize instance**

initialize/create all instance attributes

**play game**

while not close\_clicked

# ‘play’ a single frame

handle next event

draw the current frame

if continue\_game:

update all game objects

decide if game should continue

pause before next iteration/frame

**handle event**

get next event from the event queue

if event type == QUIT

close\_clicked = True

# check more events as required

**update game objects**

# update Game objects to new position in next frame

**draw frame**

erase the window

# draw the Game objects

update the window

**decide if game should continue**

# check if game should continue or not