**Mouse escape documentation**

\_First, we imported the libraries needed which are pygame and sys (system library is a built in library)

\_ Then we created the canvas of 500 , 500 width and height , set a caption for the display screen and then identified the colors that will be used in the window by RGB color system

\_ Then we created our first space ( which is the water blue space ) as we set a number of 7 tiles for each side and set a width and height for each tile , then we set initial values for x and y that will be the tiles width and created a small separation line

\_ Then we set lists for the rectangles of the board, water and bridge and created water references for the completion of the water space

\_ the next is creating the game board white space identifying the height, width, color and rectangles then defined a function called handle\_events that quits pygame and exit the system if quit event is taken

\_Then we wrote the commands for controlling the mouse movement by the mouse

\_ Then we created a function called make\_board\_rectangles for controlling the changing of the rectangle that the mouse moves to it by appending a rectangle to the list of that border

\_Then defined a function called draw board for the arguments of the frame .