<?xml version="1.0" encoding="utf-8"?>

<metadata>

<h1><b>Mouse escape documentation</b></h1>

<first>

<libraries>

pygame

<sys>built in system library</sys>

</libraries>

</first>

<canvus width="500" height="500">

<caption>Mouse escape</caption>

</canvus>

<colors>

<white>(255,255,255)</white>

<black>(0,0,0)</black>

<blue>(50, 80, 100)</blue>

<green>(50, 150, 80)</green>

</colors>

<tiles>

<number>7</number>

<width>(SCREENWIDTH / (number\_of\_tiles + side\_spaces)</width>

<hight>width</hight>

</tiles>

<initals>

<x>tiles\_width</x>

<y>tiles\_width</y>

</initals>

<water>

<references>(0, 0), (0, 1), (0, 2), (0, 3), (0, 4), (0, 5), (0, 6),

(1, 0), (1, 6), (2, 0), (2, 6), (3, 0), (3, 6), (4, 0),

(4, 6), (5, 0), (5, 6),

(6, 0), (6, 1), (6, 2), (6, 3), (6, 4), (6, 5), (6, 6)

</references>

</water>

<frame>

<height>SCREENWIDTH - 2 \* tiles\_width + 5</height>

<width>SCREENWIDTH - 2 \* tiles\_width + 5</width>

<pygame\_surface>(frame\_height, frame\_width)</pygame\_surface>

<color>white</color>

</frame>

<handle\_events\_function>

<xs:element name="loop" minOccurs="event" maxOccurs="pygame.event.get()"/>

<IF event.type == pygame.QUIT>

<quit>pygame.quit()</quit>

<exit>sys.exit()</exit>

</IF>

</handle\_events\_function>

<board\_function>

<x min=0 max=7>

<y min=0 max=7>

<rectangle>pygame.Rect(initial\_x, initial\_y, tiles\_width, tiles\_height)</rectangle>

<IF (x, y) in water\_references>

<append>water\_rectangles</append>

</IF>

<IF (x, y) == (3,6)>

<append>bridge\_rectangle</append>

</IF>

<else>

<append>board\_rectangles</append>

</else>

<initial>x+=tiles\_width + small\_separation\_line</initial>

</y>

<initial>

<x>tiles\_width</x>

<y>tiles\_width + small\_separation\_line</y>

</initial>

</x>

</board\_function>

<draw\_board\_function>

<rect>pygame.draw.rect(screen, white\_color, frame\_rect, 2)</rect>

<rect min=0 max=board\_rectangles>

<draw>(screen, white\_color, rect)</draw>

</rect>

<rect min=0 max=water\_rectangles>

<draw>(screen, blue\_color, rect)</draw>

</rect>

<draw>screen, green\_color, bridge\_rectangle[0]</draw>

</draw\_board\_function>

<create\_mouse\_function>

<pass></pass>

</create\_mouse\_function>

<while True>

<screen>

<clolr>black</clolr>

</screen>

handle\_events()

draw\_board()

</while>

</metadata>