

Input	Process	Output
S (keyboard letter)	The gameStarted variable becomes true and the screen changed from being black to the actual game it self	Starts the game
s (keyboard letter)	On pressing the s a nested loop starts which makes several triangles in a sequence with colors changing in them	Shows a grid of triangles with different colours on the screen
Left (keyboard key)	Changes the x-axis of the circle(pacman) to make it move left (decreases it)	Pac-man moves to the left
Right (keyboard key)	Changes the x-axis of the circle(pacman) to make it move right (increases the x-axis)	Pac-man moves to the right
Up (keyboard key)	Changes the y-axis of the circle(pacman) to make it move up (decreases the y-axis)	Pac-man moves up
Down (keyboard key)	Changes the y-axis of the circle(pac-man) to make it move down (increase the y-axis)	Pac-man moves down
Left click	Gives the background() function random numbers from the range of 0 - 255	Changes the colour of the background to a random colour for just a second
Right Click	Changes the x and y of pacman to a random number	Makes the pacman go to a random position on the screen