**What are we trying to do?**

Create a basic animation using the import pygame.

**Break it down: what are the variables?**

Time

Images

Movement

Position in space

Borders of box

Take it in steps:

**1. Initialize the pygame (download following the steps on canvas)**

2. Set up the borders for animation to operate inside of

2.1 Create a window in using (x, y) coordinates

2.2 Set the window's title to "DJ Moore"

**3. Load the background image**

3.1 Load "field.png" as the background

3.2 Adjust the background image to fit the screen size

**4. Load and set up the bear image**

4.1 Load "Djmoore.png" as the bear

4.2 Convert the bear image for optimal display

4.3 Size the bear

**5. Load and set up the ball image**

5.1 Load "ball.png" as the ball

5.2 Convert the ball image for optimal display

5.3 Size the ball

**6. Initialize position variables**

6.1 Set the starting X and Y positions for the ball

6.2 Set the starting X and Y positions for the bear

**7. Main game loop**

7.1 Set the game to keep running

7.2 While the game is running:

a. Set the frame rate with a function

b. Check for events

- If the quit event is triggered, stop the game

c. Update the bear's X position

d. Update the ball's X position

e. Loop the bear and ball back to the left side of the screen if they go off-screen

f. Update the display with any changes