**What are we trying to do?**

Create a basic slide catch game using the imports given and previous pygame skills.

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

Time

Images

Movement of player

Movement of coins

Position in space

Borders of box

Collison of coins and player

**Set up the “coin” class, it will be the football:**

Class Coin:

Initialize with scene:

- Call parent initialization

- Set image to "ball.png"

- Set size to (40, 40)

- Initialize speed range (minSpeed, maxSpeed)

- Call reset method

**Set up how the reset operates:**

Method reset:

- Set y to 20 (top of the screen)

- Randomly set x within screen width

- Randomly set falling speed (dy) within speed range

**Set up the “player” class, it will be Dj Moore:**

Class DjMoore:

Initialize with scene:

- Call parent initialization

- Set image to "Djmoore.png"

- Set size to (100, 100)

- Set initial position

- Set movement speed

**Movement method process (to handle input):**

- If LEFT key is pressed, move left

- If RIGHT key is pressed, move right

Class Game:

Initialize:

- Call parent initialization

- Set background image to "field.png"

- Initialize score and number of coins

- Create DjMoore instance

- Create a list of Coin instances

- (Optional) Initialize a timer for game logic

**Updating position, and check if the coin hit Dj Moore:**

Method process:

- For each coin in the list:

- Update coin position based on dy

- Check collision with DjMoore:

- If collides, reset coin and update score

- Call checkBounds on coin to reset if needed

- Handle DjMoore movement based on input

Function main:

- Create a Game instance

- Start the game

Call main function