**Function List**

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| **Function Names** | **Description** |
| terminate() | Creates a way to exit the program. |
| waitForPlayerToPressKey() | Establishes an instance where the game waits for player input. |
| playerHasHitMissile(snailRect, missiles) | Detects collision between *Speed Snail* and the missiles. |
| playerHasHitSpeedPowerUp(snailRect, speed\_power\_ups) | Detects when *Speed Snail* collects a speed power up. |
| playerHasHitPointsPowerUp(snailRect, points\_power\_ups) | Detects when *Speed Snail* collects a points power up. |
| drawText(text, font, surface, x, y) | Renders all of the font displayed in the program. |