**Variable List**

|  |  |
| --- | --- |
| **Variable Names** | **Description** |
| window\_width | Variable that represents the width of the window |
| Window\_height | Variable that represents the height of the window |
| Text\_color | Variable that represents the color of the text |
| background\_color | Variable that represents the background color of the begin and start screens |
| Frames\_per\_second | Represents the fps of the game |
| missile\_minimum\_size | Represents the minimum size of the missiles |
| Missile\_maximum\_size | Represents the maximum size of the missiles |
| Missile\_minimum\_speed | Represents the minimum speed the missile moves |
| Missile\_maximum\_speed | Represents the maximum speed the missile can move |
| Level | Represents the level you are on |
| snailImage | Image of the snail |
| snailRect | Image of the snail rescaled to a rectangle |
| missileImage | Image of the salt missile |
| Speed\_power\_upImage | Image of the speed power up |
| Speed\_power\_upRect | Image of the speed power up rescaled to a rectangle |
| points\_power\_upImage | Image of the point power up |
| points\_power\_upRect | Image of the point power up rescaled to a rectangle |
| mainClock | Gets the time so program can score |
| windowSurface | The surface of the window for the game |
| Power\_up\_sound | Sound for collecting orb |
| Collision\_sound | Sound for hitting a missile |
| Font | Font of the text |
| Bg | Image of the level 1 background |
| Begin\_bg | Image of the beginning screen |
| Start\_bg | Image of the starting screen |
| Instruct\_bg | Image of the instruction screen |
| Hi\_score | High score the player achieves |
| Facing | Orientation of the snail |
| Score\_multiplyer | Represents the number the score is multiplied by |
| Speed\_snail-speed | Represents the speed of the snail |
| Points\_power\_up\_value | Represents the number of points the power orb gives |
| Missile\_spawning\_rate | Spawing rate of the missiles |
| Death | Represents if the snail has died |
| Endless\_mode | Represents if the player has entered endless mode |
| Missile\_add\_counter | Counter of the missiles |
| Score | Represents the score the player has |
| moveUp | Know if the player has moved up |
| moveDown | Know if the player has moved down |
| moveLeft | Know if the player has moved left |
| moveRight | Know if the player has moved right |
| Missilesize | Size of the missile |
| newMissile | Creates the new size and placement of the new missile |