Class functions (to use them type game.functionName):

loadGameOver() → loads the “game over” text

loadGameStart() → loads the images for the initial splash screen

loadBackground(string) → sets the background (options: “night” “day”)

loadBird(string) → loads the bird images (options: “red” “yellow” “blue”)

loadWalls() → load the pipe images

nameScreen(string) → sets the name of the window title

playSound(string) → plays a sound (options: “die” “hit” “point” “swoosh” “wing”)

getClock → returns a clock time so the computer can keep track of things

updateWalls(int) → sets how fast the walls move

birdJump() → moves the bird sprite

flap() → updates the screen and bird images

birdNotDead() → returns True if the bird is alive

birdOffScreen() → returns True if the bird is out of screen bounds

wallPassed() → returns True if the bird has passed a wall

checkHitBottomPipe() → returns True if the bird touches the bottom pipe

checkHitTopPipe() → returns True if the bird touches the top pipe

Non-Class Functions (to use them just type the name):

checkWhichButtonsPressed() → returns a list of the user inputs

escapePressed(list) → checks if escape is a button pressed in the given list

mouseClick(list) → checks if a mouse click is in the given list

checkForStart(game) → given a game, checks if a user clicks to start

closeGame() → exits the program

newGameCheck(game) → if game is over check to restart

updateScoreDisplay(game) → refreshes the score on screen to match with game.score

updateScreen() → refreshes the entire screen