import pygame, simpleGE, random

Lblscore gets simpleGE.Label

text = Score: 0

center = 100,00

color = black

clearBack = True

LblTimer gets simpleGE.Label

text = Time: 5

center = 550, 100

color = black

clearBack = True

Cherry (falling object) gets simpleGE.Sprite

image = “Cherry.jpg”

size = 30, 30

reset

Reset gets self

randomly falls

Check Bounds gets self

if hits the bottom, reset

Panda gets simpleGE.Sprite

image = “Panda.jpg”

size = 50,50

position = 3320,400

process gets self

move panda left and right

game gets simpleGE.scene

score = 0

set timer for 5

background = rainforest.jpg

play coin ding sound when panda and cherry collide

caption = “Hungry Panda”

set score, timer, panda, and cherry

process gets self

if panda hits cherry, score + 100 points

timer says time left

instructions get simpleGE.Scene

show last score

show background image

quit game if press quit

start game If press play

print directions

you are a panda collecting cherries, move left or right with arrows

center buttons; play, quit, and previous score

process gets self

if play is clicked, start game

if quit is clicked, stop game

gameOver gets simpleGE.Scene

center score and set to white

background image = “Rainforest.jpg”

button = quit

button = play again

set score gets self and score

sets score

process gets self

stops game if quit is clicked

main

add instructions

game plays until quit is pressed