**SETUP**

**entername**

This function is to enter your name for the leaderboard and at first it defines some variables that are necessary for the next part

|  |  |  |
| --- | --- | --- |
| **Input** | **Process** | **Output** |
| User input including three initials to enter on the high score board | Display the alphabet and allows the user to select three letters, stored in the global config.name | Displays the user-selected three initials |

**gameover**

Puts the game over screen and waits for a little bit then calls the enter name function to get the players name

|  |  |  |
| --- | --- | --- |
| **Input** | **Process** | **Output** |
| None | Update the high score leader list if the current score is better than the top three | Displays the game over screen |

**collide**

This code decreases health by one and checks if the character died

|  |  |  |
| --- | --- | --- |
| **Input** | **Process** | **Output** |
| None | Decreases health by one  If the player’s health is zero, then end the game | Play the damage sound |

**nextlevel**

Increases the difficulty, randomizes the position of the enemies, and moves the turtle back to the starting position

|  |  |  |
| --- | --- | --- |
| **Input** | **Process** | **Output** |
| None | Increase the game difficulty level  Reset all projectiles  Clear existing enemies and randomize the position for the next wave of enemies | None |

**MAIN**

**update**

Main function for drawing all objects to the screen

|  |  |  |
| --- | --- | --- |
| **Input** | **Process** | **Output** |
| None | None | Display screen background  Display all obstacles  Display cat  Display all ghosts  Display all birds  Displays the player (turtle)  Displays the hearts  Displays all the projectiles |