FLOWCHART

1. General Flow Chart
2. moveXRight()
3. moveXLeft()
4. moveYUp()
5. moveYDown()



1. Store()
2. erase()
3. getAkey()
4. test(int x)
5. level(int x)
6. init(void)
7. putAnObject()
8. gameOver()
9. restart()
10. score()