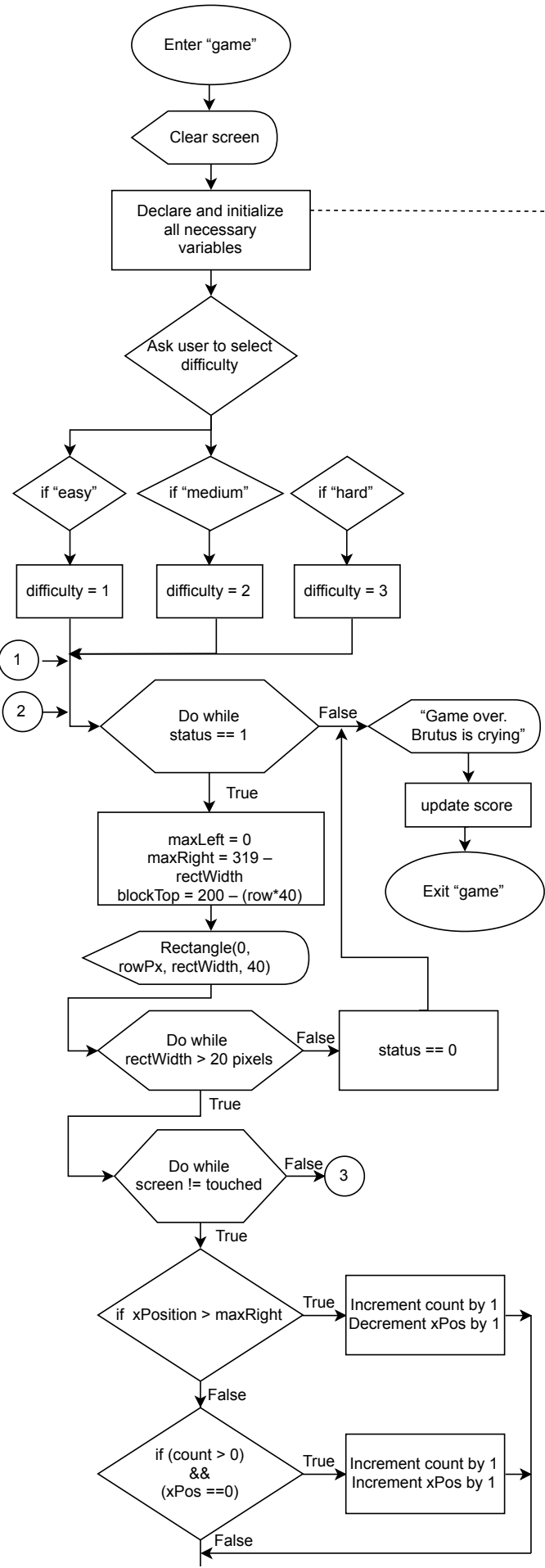


# Flowchart for Game



## Assumptions

All necessary variables are declared and initialized

## Initial declarations

For select variables:

```
count = 0
status = 1
rectWidth = 200
xPos = 0
row = 1
rowPx = 200
left = xPos
right = xPos + rectWidth
prevLeft = 0
prevRight = 319
score = 0
```

## Notes on Drawing a Rectangle

Rectangle(a, b, c, d)

draws a rectangle with width "c" and height "d" where its top left corner is at x-pixel "a" and y-pixel "b"

