22 NOV 23	EW200 FINAL GAME FLOW CHART
	Pygame initialized
	- Screen 15 created
	Frame route established
	Laman Loop to continuously display desired background
	↓
	Sprites are drawn in their randomly generated
	horizontal and vertical ranges
	Player added to middle of the screen
	Score set to zero
	Sound effects and lives are mitiglized
	*
	White loop established to evable player movement while lives remain
	0.75.76 0.55 0.70 101 101
	Sprite positions are updated
	Collisions between player and sprites are enabled and checked
	Food = points, Cotton Gay = Points, + 1 life, Rats = loss of 1 life
	if no collisions, sprites leave screen and are then added back to
	hew locations to begin fall my or moving across the screen
	Score drawnin bottom right; uplated upon food + cotton
	(andy collision. I lives drawn in bortom left; updated upon cutton cand
	+ rat collision
1.	then all lives are lost, game over screen is displayed, and final score is give

