Game Object

Constructor

1. Game(width,height,title)  
   Creates the game window with a specific width, height and title for the window. Game time is set to zero. Typically used to create games that don’t require track time.
2. Game(width,height,title,time)  
   Similar to the above constructor except you can specify a length of time for the game. For example a game could last 60 seconds.

Variables

1. time  
   Can be used as a countdown timer. The value of time is decrease by one when the **update** method is called. Set to zero by default unless the second version of the constructor is used.
2. over  
   Boolean variable that is used to control if the game is over. Set to False by default.
3. score

Methods