Install pygame
Import pygame
Define main:
      Initialize pygame
      Set up screen. Pygame.display.set_mode.
      Set a caption for the window
      Save an image to set as the background using pygame.image.load
      Save an image to set as the main sprite using pygame.image.load
      Since it's a png use convert_alpha()
      Give image length and width, origin/starting point with (var)_x and (var)_y
      Set up clock for framerate, make keepGoing loop
      (var)_x += int and (var)_y += int to make the sprite move across and down.
      If (var)_x > screen.get.width()
          Move the sprite back to start
          Change background image using pygame.image.load
      If (var)_y > screen.get.width()
          Move the sprite back to start
          Change background image using pygame.image.load
     screen.blit(background, (0, 0))
       screen.blit(dvd, (dvd_x, dvd_y))
       pygame.display.flip()
     pygame.quit()
    main()