Download and import simpleGE, import random & pygame.
Begin classing the sprites and their characteristics
Class ram(simpleGE.Sprite):
Include: image, size, and reset function
Define reset functionality
      Set y = 10
      Set random x random.randint (screen width)
      Make random change in speed downward.
Include boundary check that uses the reset function
Class DVD, same as ram. simpleGe.Sprite
Similar functionalities
Define process
      If self.isKeyPressed(pygame.K_a)
      Make controllable sprite move to the left.
      Repeat with different keys and directions.
      [i am using WASD because i do not have arrow keys]
Class Game(simpleGE.Scene):
      self.setImage - sets the background to an image
      self.sndRam = simpleGE.sound - sets collision sound
Define a second process
      If self.dvdcollidesWith(self.ram):
      Play the sound
      Reset the ram (falling / catching sprite)
Define main