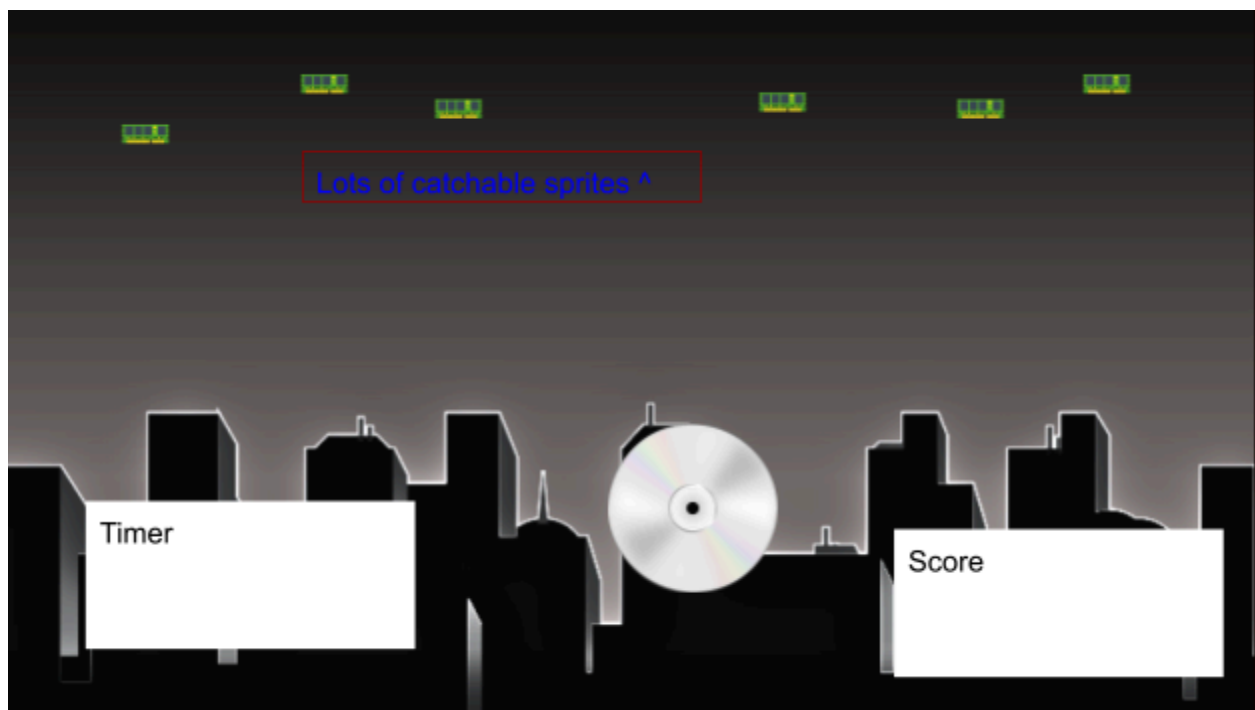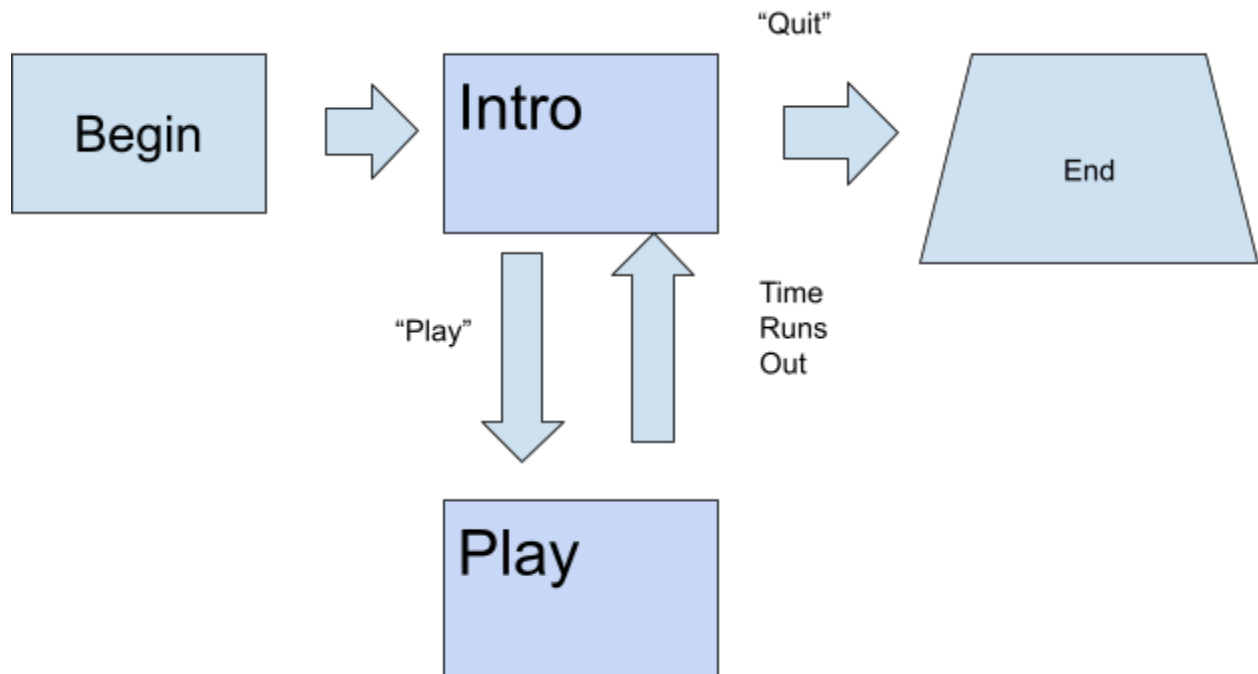GOALS: Implement timer, multiple catchable sprites, score-keeping system and usage of various labels.

Implementing Scorekeeping

      Define score label class using simpleGE.Label

      Define a process that checks collisions

      If ram collides with DVD:

            Add +1 score to score label text

            Reset ram

Implementing Timers:

      Define Time class (simpleGE.Label):

      Self.text = 'Time left:"

      Under same process as scorekeeping,

      If timer < 0:

      Stop

For multiple catch sprites:

self.rams = []

For i in range (self.numRams):

      self.rams.append(Ram(self)):

Define a process that includes collision checking with rams for the DVD instead of DVD for the ramsw

Implementing Instructions

      simpleGE.Label

      Set prevscore = prevscore for score keeping label

      Self.response = Quit

      Direction text lines = ((f'"put directions here))

Set up button for play & quit using simpleGE.Button

If play button pressed:

      Play

If quit button pressed:

      Quit

Def main()