**#I - Import and Initialize (after pygame install)**

need to **import** pygame

need to initialize pygame

need to set up display screen

need dimension (640, 480)

**#D - Display configuration**

image from [**https://opengameart.org**](https://opengameart.org/)**/**

display caption → “Do the vertical man!”

**#E - Entities (background)**

**def** class → Man

include init(self)

have to load “Man.png” image

have to convert that image

need image scale (50, 50)

need rectangle

need rectangle dimensions (x = 320, y = 240)

need horizontal movement (dx) → 0

need vertical movement (dy) → 3

include update(self)

update positions → by adding dy

if statement for rectangle → above screen

reverse direction

if statement for rectangle → below screen

reverse direction

**#A - action - ALTER**

**def** main()

**#a = Assign values to key variables**

need green background → fill it

instantiate Man

create clock

account for Sprites

**#l - Set up main loop**

set up main program

need **while loop** → KeepGoing = true

**#t - manage timekeeping**

set speed (30)

**#e - event-handling**

check for events

need **if statement** for event

KeepGoing = False → pygame.QUIT

**#r - refresh display**

update() → sprites

draw sprites on screen

need flip() → refresh display

clear screen

redraw background

**end**

run **main()** function

**pygame.quit()**