**Architecture diagram**

I did not do anything pretty for the diagram, but I structure it into how the code is structure with also leaving the second column for all the imports that are part of the program. The imports are lined up with what the function they provide in that area. Everything that is **BOLD** is either a object, function, or a import that is used in/with this program. Like Python and Html are object that are using for this program to run it the way it does.

**Python**

**Pygame**

**Pygame – SCREEN –** pygame.display.set\_mode()

**Pygame - Window caption –** pygame.display.set\_caption()

**Pygame – gameclock =** pygame.time.Clock()

**Pygame** – **for Fonts** – pygame.font.Font()

**Class: Create**

**Method:** \_\_init\_\_

**Method:** botMovement

**Random** Random.randint()

**Method:** collision

**Math** math.sqrt()

**Random** random.randint()

**Method:** draw

**pygame** Pygame.draw()

**pygame.surface.Surface** SCREEN.blit

**Method:** menu

**Create:** stand\_ins

**Pygame.event.get()**

**Pygame** event.type == MOUSEBUTTONDOWN

**Pygame** event.button == 1

**Pygame** pygame.mouse.get\_post()

**Pygame** rect,collidepoint()

**Pygame.draw.rect-** top border rect

**Pygame.draw.rect-** Start\_button/play\_again\_button

**Pygame.draw.rect-** Quit\_button

**Pygame** pygame.quit()

**Sys** sys.exit()

**Pygame.draw.rect-** How\_to\_play/game instruction\_button

**Webbrowser** Webbrowser.open\_new\_tab()

**OS** ‘file:///’ + os.getcwd() + ‘/’ + filename

**Html file** The user’s manual

**pygame** pygame.display.get\_surface().get\_size() // used to keep track of screen size. Mainly for resizing screen and keep buttons and text centered.

**Pygame.font.Font** TITLE.render

**Pygame** SCREEN.fill()

**Create:** draw stand\_ins

**pygame.surface.Surface** SCREEN.blit// use for drawing buttons, title text, and top border

**pygame** pygame.display.update()

**if Start\_game: //start of game loop**

**Create:** Foodballs

**random** Random.randint()

**Create:** Bots

**random** Random.randint()

**Create:** bad sqrts

**random** Random.randint()

**Create:** player

**Game loop**

**Sys** pygame.quit()

**Sys** sys.exit()

**pygame.event** Mouse position

**pygame.event** event.type = pygame.KEYDOWN

**pygame.event** event.key = pygame.K\_m and pygame.K\_k

**Create:** collision check – player.collision(player)

**Create:** bot movement activated – bot.movement()

**Create:** draw all bots, foodballs, bad\_sqrt and player

**If game\_over:**

**If start\_game: //** used to reset

**time** start\_time = time.time()

**Time** FPS counter – time.time()

**pygame.surface.Surface** SCREEN.blit // for the fps

**pygame.surface.Surface S**CREEN.blit // for the keybind information

**pygame** pygame.display.get\_surface().get\_size() // used to keep track of screen size. Mainly for resizing screen

**pygame** pygame.display.update()

**pygame** GAMECLOCK.tick()

**pygame** SCREEN.fill()