Game:Poke the Dots

Version:1

**Description**

**When the game starts, 500x400 window opens, black background + title.**

Describe score: font size, color, quantity of score (increments every second until the two balls collide)

Describe dots:

**blue dot: size/radius(40), color = blue, position,(x, y) direction of movement**

**Red dot: size/radius(30), color = red, position,(x, y) direction of movement**

**Initial positions of dots** are random

**Initial direction of movement** is random

Dots bounce off the sides of the screen

**Constant speed, both dots move at the same speed, but different velocities (because different directions) red dot moves twice as fast in x direction as y, blue is vice versa.**

Game ends when dots collide

**If player presses the x in top corner, game closes**

FUNCTIONAL TESTS (look on classroom)

ALGORITHM

Main program

Create window(U)

Create Game object called game using window(U)

Play game(U)

Close window(L)

Game:

Vars

Window

Bg color

Pause time

Close clicked

Continue game

Blue dot

Red dot

\_\_init\_\_()

Set window using argument

Create Color object called bgColor

Set pause time to a value

Set closeClicked to False

Set continueGame to True

Create blueDot using the Dot class with radius, color, center coords, velocity, surface

Create redDot using the Dot class with radius, color, center coords, velocity, surface

play()

Draw self(U)

While not closeClicked

Play frame(B)

Play frame(B)

Handle event on self

Continue game?

True - update self(), decide continuing on self()

False - draw self, pause