GitHub link:

I want to make sure the wolf collides with the meat.

def process(self):

for meat in self.meats:

if meat.collidesWith(self.wolf):

meat.reset()

self.sndBite.play()

I want to make sure the wolf moves left to right and right to left.

def process(self):

if self.isKeyPressed(pygame.K\_LEFT):

self.x -= self.moveSpeed

if self.isKeyPressed(pygame.K\_RIGHT):

self.x += self.moveSpeed

I want to make sure the meat spawns randomly and falls down from the top and ends at the bottom.

def reset(self):

#Move to top of screen

self.y = 10

#x is random 0 - screen width

self.x = random.randint(0, self.screenWidth)

#dy is random minSpeed to maxSpeed

self.dy = random.randint(self.minSpeed, self.maxSpeed)

def checkBounds(self):

if self.bottom > self.screenHeight:

self.reset()

I want to make sure there is a menu with a play and quit button with a score label in the bottom middle. With that, there needs to be instructions on how to play the game.

class LblScore(simpleGE.Label):

def \_\_init\_\_(self):

super().\_\_init\_\_()

self.text = "Score: 0"

self.center = (100, 30)

self.btnPlay = simpleGE.Button()

self.btnPlay.text = "Play"

self.btnPlay.center = (100, 400)

self.btnQuit = simpleGE.Button()

self.btnQuit.text = "Quit"

self.btnQuit.center = (540, 400)

"

self.directions = simpleGE.MultiLabel()

self.directions.textLines = [

"You are the Wolf",

"Move with left and right arrow keys",

"Catch as much meat as you can",

"in the time provided"

"",

"Good luck!"]

I want to see the last score on the main screen after a game.

if instructions.response == "Play":

game = Game()

game.start()

lastScore = game.score

The play and quit button should do what they intend to do.

def process(self):

if self.btnPlay.clicked:

self.response = "Play"

self.stop()

if self.btnQuit.clicked:

self.response = "Quit"

self.stop()