GitHub link: <https://github.com/jimmyclarkbsu/catch>

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()