**Pseudo Code**

**Character -** a div that you can control movement of

**Collider -** multiple divs that you cannot control the movement of, that randomly animate down page

* Create a canvas element in HTML and set it to a 2d element
  + $("#canvas")[0].getContext('2d');
* Put a *character* onto the canvas by setting height and width of div and positioning absolute it in CSS
* Get *character* to react to keydown (turn a different color)
* Get *character* to move on keydown (move left and right only, case 37 and 39)
* Get *character* to stop moving if collides with sides of canvas
* Put *collider* on canvas by setting height and width of div and positioning it outside of canvas element on x and y axis
* Get *collider* to animate falling down the screen
* Get multiple *colliders* to randomize animating down the screen, and set them to all start at a certain x and y axis
* Write a randomizing function to randomize when each of the *colliders* animate
* Get *character* and *collider* to react when they intersect by setting defined heights and widths of each element