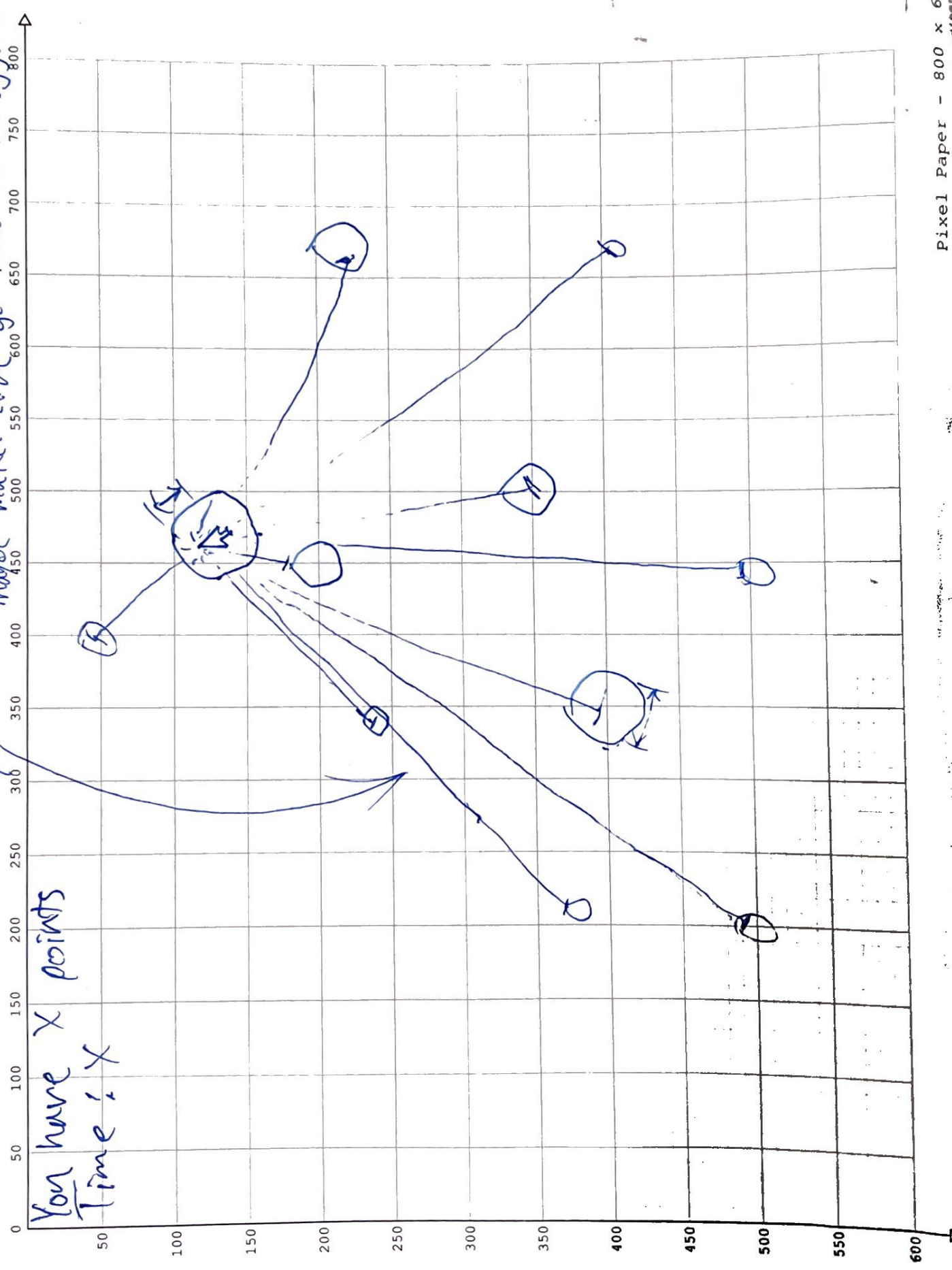


Random circles will spawn across the screen (Max 30 radius)  
When player click check every circle for if click is within its radius  
maybe make circle get more for the bigger it is

You have X points  
Time: X



Setup:

~~clear~~

Set Window to  $800 \times 600$

Set Game to 60 fps

Call InitCircles (reset circle arrays and set them to inactive)

update

~~Game~~ Loop

Clear BG (obviously)

Call a SpawnTimer function to check if its time to  
spawn a circle

Call a EvaluateCircles function to <sup>update and draw</sup> ~~spawn~~ a circle from arrays

Call a Click function to check if the player clicked in  
a ~~new~~ circle

Show score

Click function

If the mouse is clicked:

~~calculate distance~~

For each active circle

check if mouse is in radius

If it is remove circle

SpawnTimer function

Increase time since last check

If the time since last check is sufficient

Try to make a circle

Reset timer

Make it more likely to spawn a circle to increase difficulty

## EvaluateCircles function

For each active circle:

Draw the circle based on its property arrays

If circle is not at max size

Increase the radius of the circle

else

Remove circle (maybe add scoring?)

## TryToSpawnCircle function

Generate a float between 0-1

If the # < a probability

Add a new circle at random location

Probably gonna have to make arrays for each prop  
since can't use sum like dict or classes