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| Kathryn’s First Test Plan ISU  Jan 14th 2016 | | | | |
| Class | Function Name | Input | Output | Result |
|  | main()  set up surface |  |  |  |
| class App(object) | \_\_init\_\_  set up surface, clock, etc. |  |  |  |
| main\_loop(self)  main game loop;  calling other functions |  |  |  |
| event\_loop(self)  checking for key pressed |  |  |  |
| render(self)  paint |  |  |  |
| class Player (object) | \_\_init\_\_(self, pos, speed)  set up player rect, speed, etc |  |  |  |
| make\_image(self)  create player-controled character |  |  |  |
| update(self, keys screen\_rect)  update position |  |  |  |
| draw(self, surface)  draws it self |  |  |  |
| class Obstacles  (object) | \_\_init\_\_(self)  set up |  |  |  |
| make\_obstacles(self)  create random ‘blocks’ |  |  |  |
| update(self) |  |  |  |
| draw(self, suface) |  |  |  |