# Pseudo Code

1. Initialize global variables for

* Virus diameter
* Virus velocity
* Total virus and virus counter
* arrays for virus attributes (position, direction, color)
* condition for adding new virus is true to add first virus

1. Make square frame (500 x 500)
2. Set background color as light blue and fill as black
3. Loop

* Create a new virus if condition for adding new virus is true and virus counter doesn’t exceed total viruses, then set condition to false
  + Create virus by setting position to random x and y coordinates,
  + Setting a random direction of movement for the virus, and
  + Setting new virus color to yellow
* Loop through all viruses currently made
  + Draw each virus in its current state
    - To draw each virus we set fill to virus’ rgb color,
    - Create 6 thin rectangles 60 degrees apart centered at virus position,
    - Draw virus center circle, and
    - Draw 6 surrounding circles at end of thing rectangles.
  + Update each viruses state based on its direction attributes
    - Increase x and y position based on direction and velocity
    - Change direction variables if virus collides with top, bottom, left, or right walls of the screen
    - If virus has collided with screen walls, add a new virus and change current virus’ colors to new random color

1. Save Frame