CS 120 Slide and Catch Pseudo-Code:

Bug falls from top of screen player has to move Frog left and right to catch Bug

Player has 10 second - countdown

sprites: bug and frog
background: rainforest
sound: no sound yet

when frog touches bug:
the bug will reset
one point will be added to the score

if player doesn't catch the bug and it hits the bottom of the screen the bug will reset to a random x and no point will be added to the score

start screen:
player will get a quick intro to the game and will use the up and down keys to determine if they want to play or quit

play: start the game
quit: don't start the game

class Frog(simpleGE.Sprite):

class Bug(simpleGE.Sprite):

class LblScore(simpleGE.Label):

class LblTime(simple.GE.Label):

class Game(simple.GE.Scene):

class Instructions(simpleGE.Scene):