**Final Project**

**Pseudo Code**

**-Import pygame, time, random and music**

**-Create variables:**

-Colors that will be used

-The height and width of the screen

-The sizing for the lines for the boundaries of the road

-**Set up screen**

-**Load in the sound effect for car crash** -- use in the car crash class

-**Create functions and classes**

-**Class for the player control object** -- the motorcyclist

-Download the image, fix the size, and put it in the middle bottom of the screen

-**Function for messages** -- call for main menu and buttons

-Create font, allow color change, allow for position change

-**Function for buttons**-- for main menu

-pygame.mouse.get\_pos -- to allow pygames to track the mouse position

-pygame.mouse.get.pressed --- tracks where the mouse clicks

-draw “Go” button

-call message function to display “go”

-if statement for clicks on button -- to start the game -- Calls the game loop function.

-**Function for the main menu**

-make the screen black

-while loop for the menu screen

-call message and button functions for the title “main menu” and the “go” button.

-**Function for the road lines**

-Draws the lines along the road of the game

**Function for motorcycle breaking the road boundaries**

-sets boundaries of the road

-if statement for motorcycle -- if it breaks boundaries

-plays the crash sound

-calls message function -- “crashed”

- ends the game and calls the mainmenu function

-**Class for the car crashes** - if the player runs into another car the enemy

- an if statement for the motorcycles position and the enemy (the other car) position

-call message function -to say “crashed” if the motorcycle/player comes in range of the other cars.

-if no crash -- reposition the cars to come down the screen again.

- **Function for the score**

- get font, position it in the top right corner of the screen, and make it change every time an enemy car makes it down the screen without crashing.

-**Class for the enemy cars**

**-** load an image for the enemy cars -- change the scale

-create a global for the x position of the cars

- if statement for random positioning of the cars to go down the screen

-**Function for the game loop**

- create variables more variables for the other functions that we created

-x and y positions -- changing x and y

**-**while loop

-allowing the motorcycle/player to move using the left and right arrow keys

-fill the screen black

-call cycle class -- motorcycle image

-if statement for the enemy y position

-Call enemy car class

-call all functions -- except main menu

-update display

-call main menu function

-pygame.quit

**Sketch of our game:**

**A picture containing clock

Description automatically generated**