**Game Algorithm**

**Ball Class**

Initialization: Set the ball's image, size, and speed. Call reset() to position it randomly at the top of the screen.

Reset: Randomize the ball’s x position and speed (dy). Set the y position to the top.

Check Bounds: If the ball falls off the screen, reset its position.

**Basket Class**

Initialization: Set the basket’s image, size, and initial position.

Move: Use left and right arrow keys to move the basket horizontally.

**Score Label**

Initialization: Set the initial score to 0 and position the label.

**Time Label**

Initialization: Set the time to 10 seconds and position the label.

**Game Class**

Initialization: Load background, sound, timer, score, basket, and balls.

Game Process:

Check if the basket catches a ball, update score and reset the ball.

Update the time. If time runs out, end the game and show the score.

**Instructions Screen**

Initialization: Display instructions and buttons ("Play" and "Quit").

Process: Start the game if "Play" is clicked or quit if "Quit" is clicked.