CODE LAYOUT

Model

- Create all the instances of the classes
  - Create [some number] of each thing
    - Ex. 3 tp, 5 sick ppl, 1 guitar
  - All start at position [rightmost]
  - Put all objects at rightmost position into a list of objects that can move across (available objects)

- Move objects and other characters across the screen
  - After a random amount of time, randomly choose an object from the "available objects" list
    - Move object to the "moving objects" list
  - If an object's x value is past a certain point, it should disappear, remove from "moving objects" and add to "available objects"
  - For each object in the "moving objects" list, call "move left" function
- Gets keyboard arrow input, evaluates potential collisions, and calls move character functions accordingly
  - If going to collide with an object/sick person - call function to make the object disappear, remove object from "moving objects", and add it to "available objects", call function for player to get more of whatever object or less health.

Character and Objects Sprite Classes

- Pretty much just store numbers
- No decision making required
- All checks for like collisions and stuff happens elsewhere, for each function it basically just changes the numbers (like position/ num tp/ ect)
- Move - need direction to move
- Also keep track of general pygame sprite information
  - Sprite image
  - Sprite width and height
  - Sprite center point