

Pseudocode

- Import modules:
 - Import pygame
 - Import math
 - From random import *
- Set variables:
 - Create screen
 - `pygame.display.set_mode((800,800))`
 - Set run to True
 - Set integer variables
 - Set color variables
- Define functions:
 - Make a function that draws moving waves in the background
 - Make a function that draws stars in the background randomly
- Create animation while loop:
 - Fill screen to black
 - Draw waves
 - Draw stars
 - Draw planets (make one have rings)
 - `pygame.draw.arc`(need 6 arguments)
 - `pygame.draw.circle`(need 4 arguments)
 - Make the planets move across the screen
 - Update display
 - `pygame.display.update()`