TECHNICAL MANUAL

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DATA DICTIONARY

Name	Data Type	Length	Scope	Purpose
Window_width	Numeric	Integer	Global	Stores the window width
Window_height	Numeric	Integer	Global	Stores the window height
Background_width	Numeric	Integer	Global	Stores width of background
Background_height	Numeric	Integer	Global	Stores height of background
Background_default_x	Numeric	Integer	Global	Stores starting x position of background
Background_default_y	Numeric	Integer	Global	Stores starting y position of background
Fps	Numeric	Integer	Global	Stores fps
X_center	Numeric	Float	Global	Stores x center position
Y_center	Numeric	Float	Global	Stores y center position
Center	Numeric	Float	Global	Stores center position
Button_height	Numeric	Integer	Global	Stores button height
Input_box_width	Numeric	Integer	Global	Stores input box width
Input_box_height	Numeric	Integer	Global	Stores input box height
Character_set	String	255 char	Global	Stores a set of characters that can be used by the random character generator
Int_list	String	255 char	Global	Stores numbers in a string. The custom timer input box only lets you type in characters in this variable
Word	String	255 char	Global	Stores the random characters

Input_text	String	255 char	Global	Stores the characters typed into the game input box
Timer_text	String	255 char	Global	Stores the characters typed into the custom timer input box
Mouse_handled	Bool	1 byte	Global	Stores a bool for if the mouse is being handled
Sound_handled	Bool	1 byte	Global	Stores a bool for if sound from a button has already been played
Sound_handled_position	List	4 integers	Global	Stores the position of the mouse and sets sound_handled to False if the mouse is moved
White	Tuple	3 integers	Global	Stores white rgb
Darker_white	Tuple	3 integers	Global	Stores a darker white rgb
Black	Tuple	3 integers	Global	Stores black rgb
Grey	Tuple	3 integers	Global	Stores grey rgb
Dark_grey	Tuple	3 integers	Global	Stores dark grey rgb
Red	Tuple	3 integers	Global	Stores red rgb
Blue	Tuple	3 integers	Global	Stores blue rgb
Lighter_blue	Tuple	3 integers	Global	Stores lighter blue rgb
Light_blue	Tuple	3 integers	Global	Stores light blue rgb
Timer	Numeric	integer	Local	Stores time left for a countdown
Input_box_selected	Bool	1 byte	Local	Stores a bool for checking if the input box is selected

PROCEDURE NAMES

text_objects: Renders text onto the screen

button: Renders buttons onto the screen

splashscreen: Displays a splashscreen

menu: Displays the menu

difficulty_selection: Displays the difficulty selection screen

instructions: Displays the instructions screen

easy: Starts a timer with 10 seconds

medium: Start a timer with 5 seconds

hard: Start a timer with 3 seconds

custom_input: Displays a screen where the game receives input to set a custom timer

custom: Start a timer with a user set amount of seconds

random_word: Generates a random set of characters

game: Displays the main game screen

confirm: Checks if the users answer is equal to the answer

correct: Displays a screen that shows the user that they're correct

incorrect: Displays a screen that shows the user that they're correct

quit: Quits the game