# Updated Pseudo Code

# Aim training game, click the turtle with your mouse,

# turtle moves to a random spot within the screens range, track the time

# it takes the person to click each turtle

# A game timer will tick down (30 secs? 60 secs?)

# Final score will be calculated (Average time per click, total turtles killed)

# Average time per click: timer will run, when player clicks turtle, timer will reset to 0 (log and append all times in a list, then find average time taken)

# Each turtle is 100 points, (maybe incorporate a golden turtle??? = 300 points?)

# Could there be a situation where more than 1 turtle spawns????

## Tasks ##

# Make turtle spawn in random spot

# Allow player to click turtle, then turtle goes to a random spot on the screen

# Have timer go up from 0 (time.delta time???, Time resets when turtle is clicked, have boolean triggers when turtle is clicked)

# compile the last time documented before reset happens, then throw it into a list (append it)

# Have score counter

# When game is finished tally points and give a final score

# give the player the option to play again, this resets the game timer to 60 or 30 and runs the while loop again

## Might be outside the scope of the Game ##

# Have it to where if the player gets 10 in a row, decrease the size of the target and award slightly more points

# incorporate hit combos???

# .clear() method is used to clear the written information on screen, which causing the blinking