

Basic Python Programming

[Session 4] Lab session

Contents

- Poop game

Poop Game

Poop game [1]

- **Avoid the falling poops as possible you can**
 - We will show the example solution

Poop game [2]

- **We need some randomization**
 - Initial location of poop
 - Frequency / period of generation of poop
 - Speed of poop falling
 - etc..
- **random library will help you**
 - `random.randint(start, end)` returns a random integer between these

Character Moving

- Use event handler (KEYDOWN / KEYUP)
 - Moves only with x-direction
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- Idea and implementation are in the pre-class material and exercise

Poop

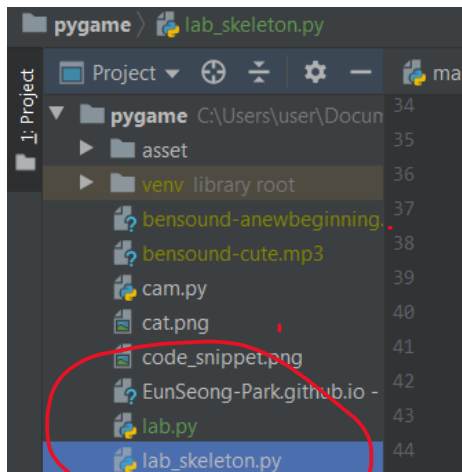
- It should..
 - be generated with random period
 - start in the random x-location
 - fall continuously
 - collide with character (and then game over)
 - ...

```
class Poop:
    def __init__(self, x):
        self.rect = [x, -30, 30, 30]

    def fall(self, speed):
        self.rect[1] += speed
```

Guide

- We uploaded skeletoonn code and some images to the page
 - <https://eunseong-park.github.io/itinerary/posts/pygame>
- Don't forget to save the file in your project directory!



Let's start!