Mini - project -2

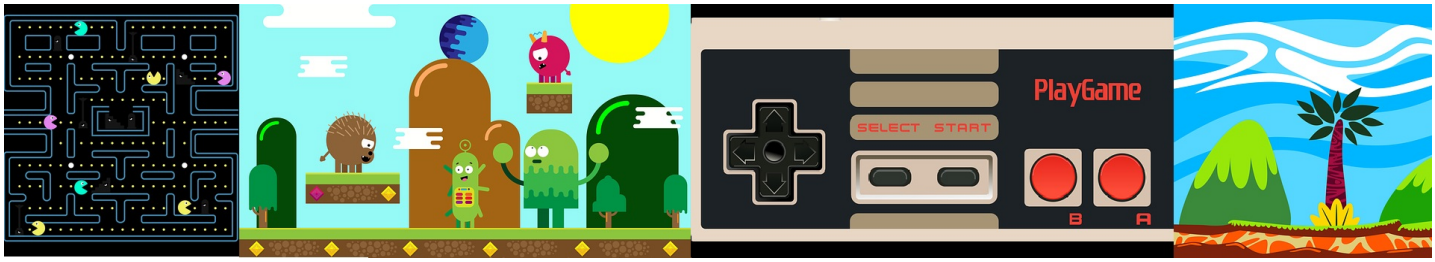
Assignment instructions

45 minutes to complete

Resource available

Welcome to this Mini Project.

You just signed up for a game development competition and now you need to represent sprites using Inheritance. But... wait a minute! Your team has made mistakes in the code and the inheritance is not working correctly. The due date is tomorrow. You need to save your team from being disqualified!



- Your task is to fix the errors in the existing code.

- These are the requirements for the program:

    * Enemy must be a subclass of Sprite.

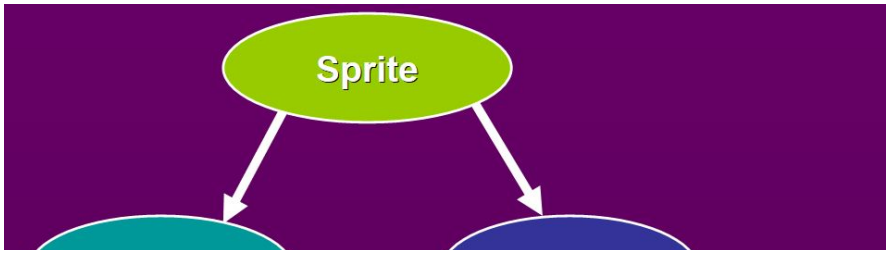
    * Player must be a subclass of Sprite.

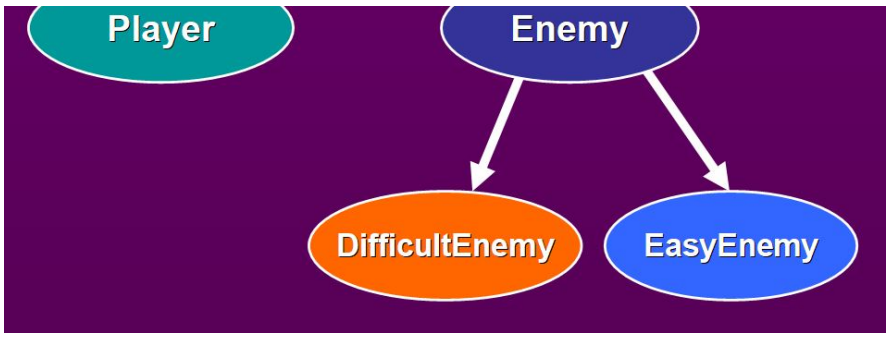
    * Enemy must be a superclass of DifficultEnemy and EasyEnemy.

- Submit the working code to complete this mini project.

Tip: remember that subclasses inherit attributes from their superclasses.

The hierarchy can be illustrated like this:





This is the code that your team wrote. When you run the program, it throws many errors and the inheritance is not well defined. Check for missing parameters, wrong syntax, incorrect inheritance, and other errors in the code. Run the program in your code editor or in IDLE and fix each one of these errors.

```
classSprite:
def __init__(self, x, y, img_file, speed, life_counter):
self.x = x
self.y = y
self.img_file = img_file
self.speed = speed
self.life_counter = life_counter

classEnemy(Sprite):
def __init__(self, x, y, img_file, speed):
            __init__(self, x, y, img_file, speed,5)
self.message ="I'm here to protect my master"

classPlayer(Enemy):
def __init__(self, x, y, img_file, speed):
Sprite.(self, y, img_file, speed,6)
self.speed =56

classDifficultEnemy(Enemy):
def __init__(self, x, y, img_file):
Enemy.__init__(self, img_file,80)

classEasyEnemy(Player):
Enemy.__init__(self, x, y, img_file,40)
def __init__(self, x, y, img_file):
self.life_counter =1
```

You can find a sample solution in the "Instructor example" tab.

"Once you have submitted your assignment, and you have navigated through each section to the 'Give Feedback' page, the assignment will be marked as complete with a gray checkmark."— **source**