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Import Mods- Gravity Mod, Random Mod, and Time Mod

Assignment 5 Algorithim

Mr.Bingham

Open/create the UI window

-Set the title to Sandbox

-The background to black

-size of window should stay default

- win = gfx.GravWindow("Sandbox" , ’black’)

Set the start time, sleep speed, and end time.

start = time.time()

time.sleep(.1)

end = time.time()

Create Function for Water

So, water falls down one row every cycle, if it hits a block/bottom then it will move randomly to the left or right until it can fall down another row.

Block = win.draw\_rect(10 , 10 , wherever user clicked,’water’)

If space for block is empty:

Place water

If row under block is empty:

Move block down

Else:

Move block randomly to the left or right

Create Function for Rock

Wherever use clicked, the rock will stay put.

Block = win.draw\_rect(10 , 10 , wherever user clicked, ’Gray’)

If space for block is empty:

Place rock.

Create Function for Sand

So, sand falls down one row every cycle, if it hits a block/bottom then it will stop moving.

Block = win.draw\_rect(10 , 10 , wherever user clicked, ‘tan’)

If space for block is empty:

Place Sand

If row under block is empty:

Move block down

Else:

Block stays put

Then grab the x,y coordinate of user input and put it in the blocks’ function in the argument. Then call the argument.

Program ends If user input isn’t a tuple and is ‘clear’ then clears list and stops program

Then read the list, and ouput user input into UI

For example,

User\_input[5] == ‘the block type’

Then call the function associated with that block type.

Keeps track of user input and saves to a list

one = win.get\_events()

user\_list = user\_list.append(one)