



# PYTHON LIBRARIES

## Session #3 Assignment

+12

**Continuing on the code that you wrote during the session.**

**Task1:** Modify your code so that at the end of the game the user can click the screen to try again and add text to the end screen to ask user to click to try again.

#HINT the game state is saved in the three variables `currentLevel`, `gameOver` and `endSoundPlayed`.

**Task2:** Continue on your code so that it has a score counter on the top left of the screen that counts how many levels the user has passed even if they lose and try again.

**Task3:** Continue on your code so that it makes each star randomly faster or slower than the others.

#HINT use `random.randint()` to choose a random duration divisor for each star between  $(1, \text{currentLevel} * 2)$  then divide the `FINAL_LEVEL` by that divisor and use that as the duration.

**Task4:** Continue on your code so that it makes some stars move from to down to up instead of from up to down randomly.

#HINT use `random.choice()` to determine which stars move up or down and modify the starting position and animation direction of the stars that will go down