



# PYTHON LIBRARIES

## Session #1 Assignment

+12

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

**Task1:** Modify your code so that it has a game speed of 6 and make your background color (40, 43, 59), with the apple image as your actor.

**Task2:** Add a score counter to the top left corner of your screen that increases every time you shoot the fruit, also print the final score to the terminal at the end of the game.

**Task3:** Make the game only decrease your score when you miss instead of quitting.

**Task4:** Add another Actor to your game that is an animal that moves to the left with a rate of 4 and jumps randomly to another location when it leaves the screen, shooting this animal will quit the game and make you lose.