**Sources for pictures and sounds**

# load card sprite - 949x392 - source: jfitz.com

CARD\_SIZE = (73, 98)

CARD\_CENTER = (36.5, 49)

card\_images = simplegui.load\_image("http://commondatastorage.googleapis.com/codeskulptor-assets/cards.jfitz.png")

CARD\_BACK\_SIZE = (71, 96)

CARD\_BACK\_CENTER = (35.5, 48)

card\_back = simplegui.load\_image("http://commondatastorage.googleapis.com/codeskulptor-assets/card\_back.png")

**# art assets created by Kim Lathrop, may be freely re-used in non-commercial projects, please credit Kim**

# debris images - debris1\_brown.png, debris2\_brown.png, debris3\_brown.png, debris4\_brown.png

# debris1\_blue.png, debris2\_blue.png, debris3\_blue.png, debris4\_blue.png, debris\_blend.png

debris\_info = ImageInfo([320, 240], [640, 480])

debris\_image = simplegui.load\_image("http://commondatastorage.googleapis.com/codeskulptor-assets/lathrop/debris2\_blue.png")

# nebula images - nebula\_brown.png, nebula\_blue.png

nebula\_info = ImageInfo([400, 300], [800, 600])

nebula\_image = simplegui.load\_image("http://commondatastorage.googleapis.com/codeskulptor-assets/lathrop/nebula\_blue.png")

# splash image

splash\_info = ImageInfo([200, 150], [400, 300])

splash\_image = simplegui.load\_image("http://commondatastorage.googleapis.com/codeskulptor-assets/lathrop/splash.png")

# ship image

ship\_info = ImageInfo([45, 45], [90, 90], 35)

ship\_image = simplegui.load\_image("http://commondatastorage.googleapis.com/codeskulptor-assets/lathrop/double\_ship.png")

# missile image - shot1.png, shot2.png, shot3.png

missile\_info = ImageInfo([5,5], [10, 10], 3, 50)

missile\_image = simplegui.load\_image("http://commondatastorage.googleapis.com/codeskulptor-assets/lathrop/shot2.png")

# asteroid images - asteroid\_blue.png, asteroid\_brown.png, asteroid\_blend.png

asteroid\_info = ImageInfo([45, 45], [90, 90], 40)

asteroid\_image = simplegui.load\_image("http://commondatastorage.googleapis.com/codeskulptor-assets/lathrop/asteroid\_blue.png")

# animated explosion - explosion\_orange.png, explosion\_blue.png, explosion\_blue2.png, explosion\_alpha.png

explosion\_info = ImageInfo([64, 64], [128, 128], 17, 24, True)

explosion\_image = simplegui.load\_image("http://commondatastorage.googleapis.com/codeskulptor-assets/lathrop/explosion\_alpha.png")

**# sound assets purchased from sounddogs.com, please do not redistribute**

# .ogg versions of sounds are also available, just replace .mp3 by .ogg

soundtrack = simplegui.load\_sound("http://commondatastorage.googleapis.com/codeskulptor-assets/sounddogs/soundtrack.mp3")

missile\_sound = simplegui.load\_sound("http://commondatastorage.googleapis.com/codeskulptor-assets/sounddogs/missile.mp3")

missile\_sound.set\_volume(.5)

ship\_thrust\_sound = simplegui.load\_sound("http://commondatastorage.googleapis.com/codeskulptor-assets/sounddogs/thrust.mp3")

explosion\_sound = simplegui.load\_sound("http://commondatastorage.googleapis.com/codeskulptor-assets/sounddogs/explosion.mp3")