Fireworks with Python! Completed Challenge

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# Draw a fireworks display, using Python's random module
# to randomise the coluor, appearance, and location of the
# individual starbursts.

import turtle
from random import randint, choice

# Use a black background
screen = turtle.Screen()
screen.bgcolor("black")

# Create our turtle and set it's shape, speed and colour mode
turtle.colormode(255)
fred = turtle.Turtle()
fred.shape("turtle")
fred.speed(0)

# List of colors available for the fireworks
# or use random RGB values
colours = ["blue", "magenta", "red", "green", "orange", "yellow"]

# Step 1: Define a function drawStarburst, which draws an
# individual starburst. It shoudl have a random number of
# legs, a random length for each leg and a random colour
def drawStarburst(legs, r, g, b):
  fred.pencolor([r,g,b])
  for i in range(legs):
    len = randint(10,100)
    fred.forward(len)
    fred.backward(len)
    fred.right(360/legs)

# Step 2: Define a function moveRandomly, which moves the
# turtle to a random location on the screen without drawing
# anything.
def moveRandomly(x, y):
  fred.penup()
  fred.goto(x, y)
  fred.pendown()

# Step 3: Use the drawStarburst and moveRandomly functions
# to draw a bunch of starbursts in different locations on
# the screen.
for i in range(randint(50,100)):
  moveRandomly(randint(-200,200),randint(-200,200))
  drawStarburst(randint(4,50), randint(50,255), randint(50,255), randint(50,255))
```