

INSTRUCTIONS:

Goal of the Project:

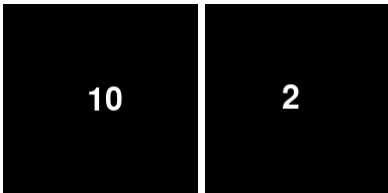
In Class 7, we learned **loops** and added aesthetics to the game created in Python.

In this project, you will have to apply what you have learned in the class and create a countdown for the new year.

Story:

The year is ending, and you have planned an outing with your friends. You wish to run a countdown for everyone to celebrate precisely at midnight.

Your task is to create a countdown to 0 for everyone to remind them of the new year.



***This is just for your reference. We expect you to apply your creativity to the project.**

Getting Started:

1. Download the project from https://github.com/jainharshit27/P7_T.
2. Open the file in Spyder.
3. Start to code.

Specific Tasks to complete the Project:

1. Add a **while** condition such that the countdown will run till it is greater than 0.
2. In the **while** loop, render the number and add the following steps to it:
 - a. Paste the rendered number.
 - b. Decrease the countdown by 1.
 - c. Delay the program by 1.

Creative Tasks for the Project (optional):

Assign different colors to all the countdown values. This can be done dynamically using the following line:

```
font.render(str(countdown), True, (255-countdown, 255-countdown, 255-countdown))
```

Submitting the Project:

1. **SAVE** all the changes made to the project.
2. Click the **SHARE** button and then click on **Generate Link** to get a shareable link.
3. Copy this link and submit it in the **Student-> Dashboard Projects** panel against the correct class number.

Grade 10

THE NEW YEAR COUNTDOWN



Hints:

1. Add a **while** loop. Set the condition as **countdown greater than 0** inside the **while** loop.
2. Use the **.render()** and **.blit()** functions to paste the image.
3. Decrease the countdown by 1.
4. Use **pygame.time.delay** and pass the value of 1000 to it.

REMEMBER... Try your best, that's more important than being correct.

After submitting your project your teacher will send you feedback on your work.

_____ **xxx** _____ **xxx** _____ **xxx** _____ **xxx** _____ **xxx** _____