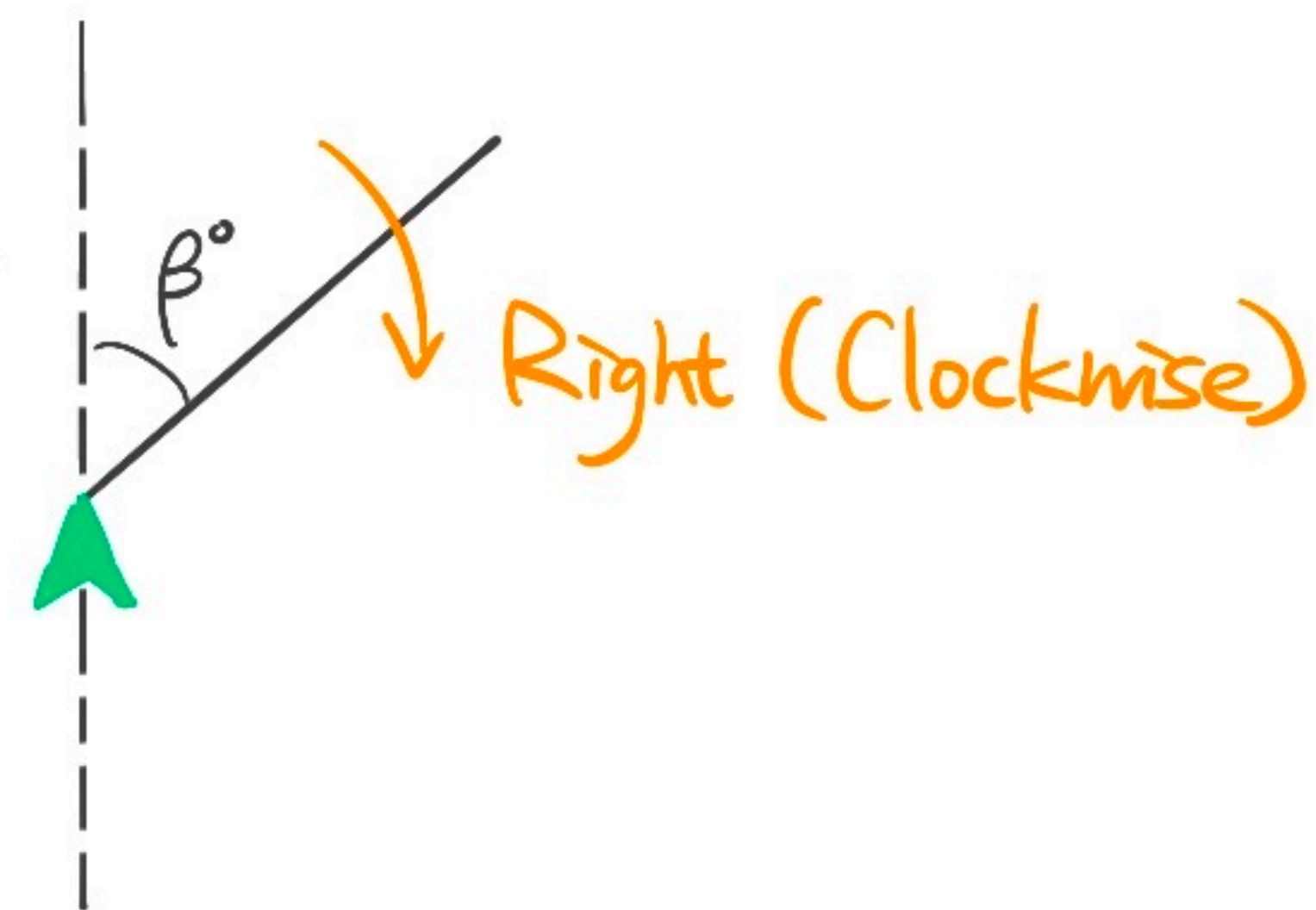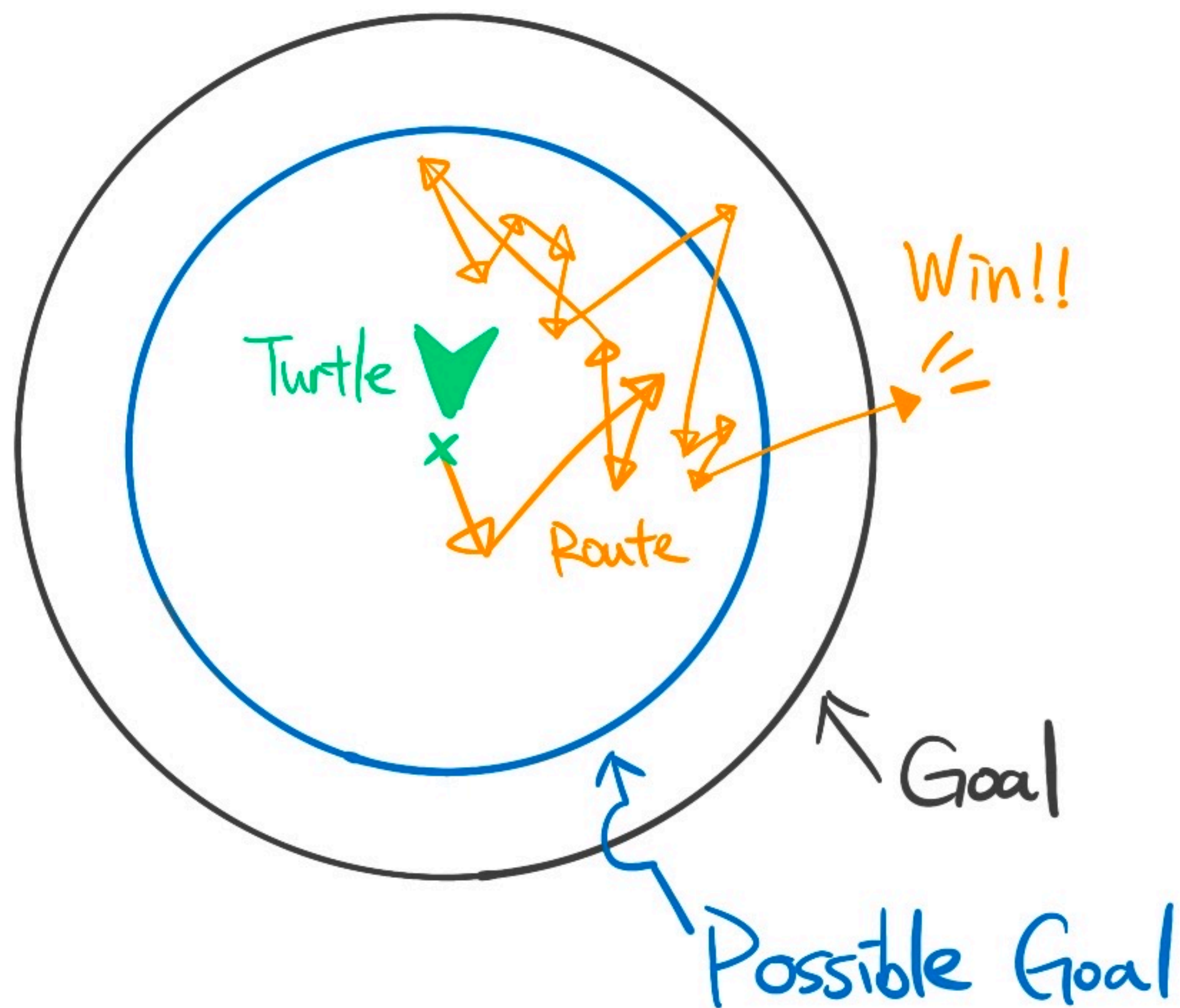The Game

Turtle Escaping

Intro

- Based on the Turtle graphics in python.

- Players will control the two features of turtle:

  - Displacement and Direction

- To achieve the goal, they will need to set the value for turtle.

- The goals are some specific ranges for turtle to reach.

Turtle

Win!!

Route

Goal

Possible Goal

β°

Right (Clockwise)

- Unit for displacement:
  ⇒ Pixel

- Limited Range for Displacement

Rules

- Players will need to give 10 values for Displacements / Directions. The commands for turtle to run will be randomly chose from these given values.

- Player1 cannot choose any values for twice.

- Values for displacement will be restricted according to the Goal.

- Player2 cannot choose any angles for twice.

- So this game needs luck.

Problems

- How to set the range visibly in python?

- Randomness in a set of value.

If I run this code, the
terminal will give NameError.

```python
1   sth = input("please give sth: ")
2   print(sth)
```

1: Python

```
                                                    /Desktop/20-21 Coding Intr          Cre
ative Computing and Coding Practice/givesth.py"
please give sth: 12
12
                                     "/Use        /Desktop/20-21
ative Computing and Coding Practice/givesth.py"
please give sth: word
Traceback (most recent call last):
  File "/Users/...                                                          ;
h.py", line 1, in <module>
    sth = input("please give sth: ")
  File "<string>", line 1, in <module>
NameError: name 'word' is not defined
r            MacBook-Air ~ %
```