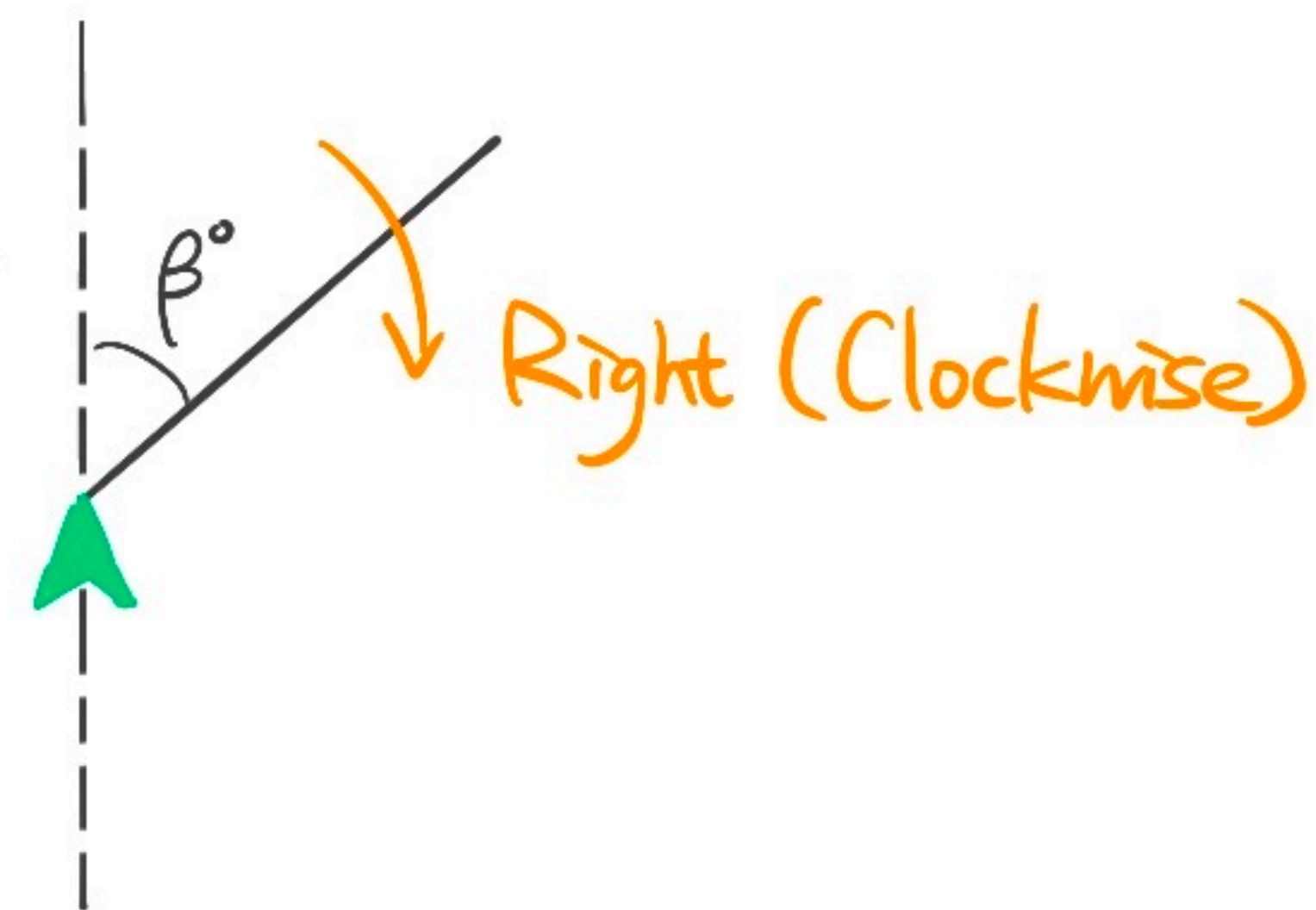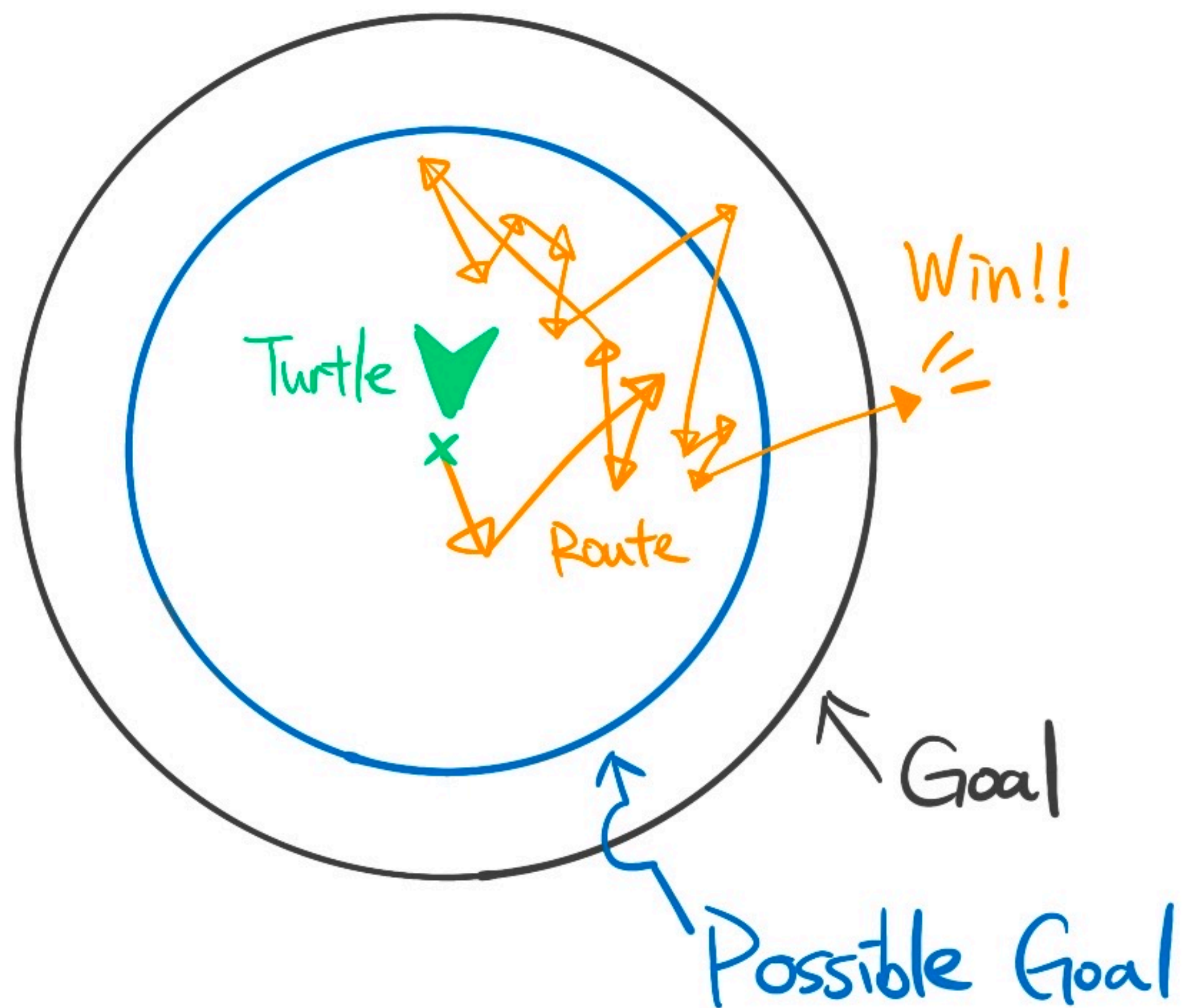The Game

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

$\beta°$

Right (Clockwise)

- Unit for displacement:
  $\Rightarrow$ 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.