

# Turtle Graphics Project Instructions

Welcome to the Turtle Graphics project! In this project, you'll learn the basics of Python graphics using the Turtle module. This project is perfect for beginners who want to explore graphical programming and have fun creating colorful designs.

## Scope

This project will help you understand how to use Turtle commands to create shapes, patterns, and designs. It can also guide you in deciding whether to explore a career in graphics design or related fields.

## Instructions

Your task is to recreate the design shown in the project image using the Turtle module in Python. Ensure the colors match those in the provided example. Use the following Turtle commands to create your design:

Command	Description
Turtle()	Creates and returns a new turtle object.
forward(amount)	Moves the turtle forward by the specified amount.
backward(amount)	Moves the turtle backward by the specified amount.
right(angle)	Turns the turtle clockwise by the specified angle.
left(angle)	Turns the turtle counter-clockwise by the specified angle.
penup()	Picks up the turtle's pen.
pendown()	Puts down the turtle's pen.
color(name)	Sets the pen's color.
fillcolor(name)	Sets the fill color for shapes.
begin_fill()	Marks the start of a shape to be filled.
end_fill()	Marks the end of a filled shape.
goto(x, y)	Moves the turtle to the specified (x, y) coordinates.

shape(name)	Sets the turtle's shape to 'arrow', 'turtle', 'circle', or 'classic'.
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## Submission Guidelines

1. Write the Python code to replicate the design.
2. Save your Python script as 'turtle\_design.py'.
3. Include a screenshot of your output.
4. Upload your files to the project submission platform.