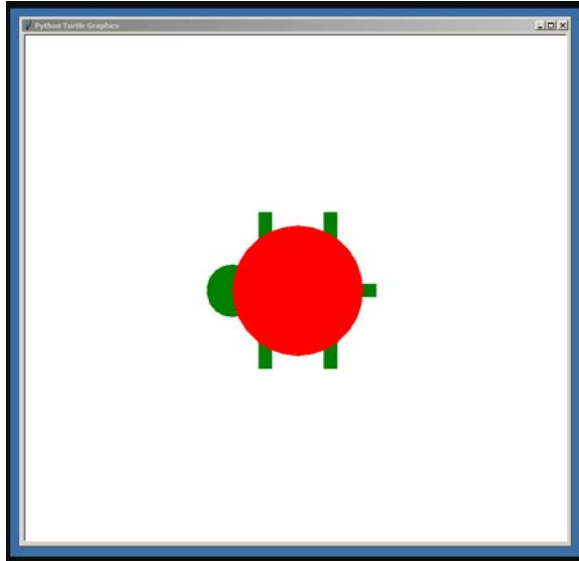


Assignment 3 – Create a video game graphic - 10 points

Purpose

There are lots of video games with great graphics that can be created in python using turtles. Looking back in the 80s, we had pac-man, frogger, etc. This assignment is to design and draw a graphic from a video game.

Here's an example of a recreation of the turtles in the game frogger:



Let your imagination run wild.

Requirements and Grading

- 2 points - The graphic is centered both horizontally (1 point) and vertically (1 point) in the drawing area.
- 2 points - The graphic fits in a 250 pixels wide (1 point) by 250 pixels tall (1 point) drawing area.
- 2 points - The graphic contains at least two different colors (1 point each).
- 1 point - An appropriate comment appears at the top of the Python solution.
- 1 point - The Python solution is easy to understand and does not contain unnecessary code.
- 2 points - Creativity, Quality and Aesthetics. In the context of what we know about turtle graphics, make a graphic that would impress your friends!

Helpful Hints

- Take a look at the turtle method [summary](#) to remind yourself what is possible.
- Have fun!