

```
1 from turtle import Turtle
2
3 STARTING_POSITION = (0, -280)
4 MOVE_DISTANCE = 10
5 FINISH_LINE_Y = 280
6
7
8 class Player(Turtle):
9
10     def __init__(self):
11         super().__init__()
12         self.shape("turtle")
13         self.penup()
14         self.go_to_start()
15         self.setheading(90)
16
17     def go_up(self):
18         self.forward(MOVE_DISTANCE)
19
20     def go_to_start(self):
21         self.goto(STARTING_POSITION)
22
23     def is_at_finish_line(self):
24         if self.ycor() > FINISH_LINE_Y:
25             return True
26         else:
27             return False
28
```