

```

elif event.type == KEYDOWN:
    # Handle key presses
    #1st req: switch camera and player button press movements
    keyPressed = True
    if event.key == K_LEFT:
        cameraLeft = True
    elif event.key == K_RIGHT:
        cameraRight = True
    elif event.key == K_UP:
        cameraUp = True
    elif event.key == K_DOWN:
        cameraDown = True

    # Set the player move mode.
    elif event.key == K_a:
        playerMoveTo = LEFT
    elif event.key == K_d:
        playerMoveTo = RIGHT
    elif event.key == K_w:
        playerMoveTo = UP
    elif event.key == K_s:
        playerMoveTo = DOWN

```

- This part of the code is for the 1st requirement, we switch the key bindings for player movement and camera control. Arrow keys now control the camera and the keys WASD control the player movement. For the player movement, K_LEFT and K_RIGHT control the horizontal movement and K_DOWN, K_UP the vertical.

```

#1st req: switch camera buttons
elif event.type == KEYUP:
    # Unset the camera move mode.
    if event.key == K_LEFT:
        cameraLeft = False
    elif event.key == K_RIGHT:
        cameraRight = False
    elif event.key == K_UP:
        cameraUp = False
    elif event.key == K_DOWN:
        cameraDown = False

if playerMoveTo != None and not levelIsComplete:

```

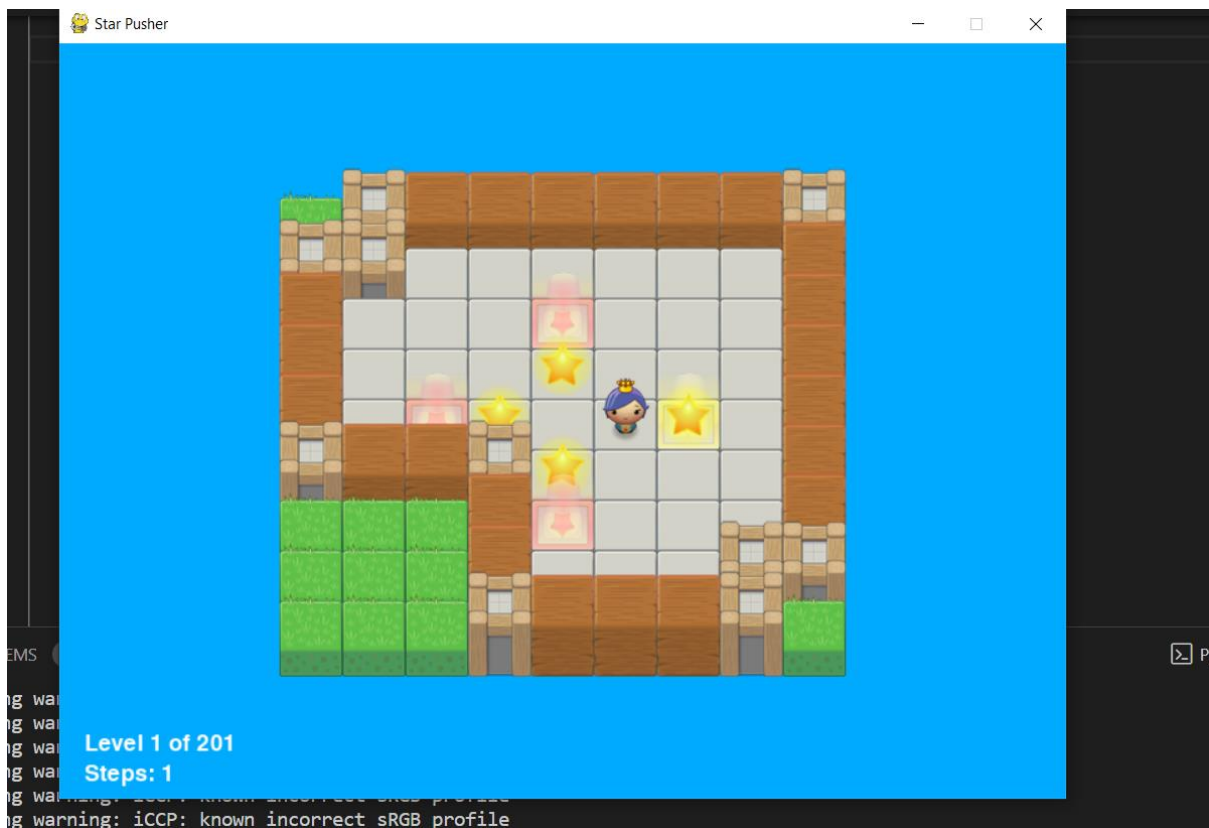
- The second change, the levels loaded from starPusherLevels.txt are shuffled using random.shuffle(levels) after reading them. This makes the orders of levels random each time the game is played

```
levels = readLevelsFile('starPusherLevels.txt')
random.shuffle(levels) #2nd req
currentLevelIndex = 0

# The main game loop. This loop runs a single level when the user
```

```
# currentImage is the index of the player's current player image.
currentImage = 4 #3rd req: starting character is pinkgirl
PLAYERIMAGES = [IMAGESDICT['princess'],
                IMAGESDICT['boy'],
                IMAGESDICT['catgirl'],
                IMAGESDICT['horngirl'],
                IMAGESDICT['pinkgirl']]
```

- The initial player character is set to 'pinkgirl' by setting currentImage = 4 in the PLAYERIMAGES list.



- The game before the changes

