



# Introduction to Programming

## Credit Task 4.3: Shape Moving

### Overview

This program will allow you to use the Gosu cycle to manipulate moving widgets on the screen.

**Purpose:** Modify a simple Ruby program to move a shape across the screen.

**Task:** Modify the provided code in the Gosu cycle *update()* method.

**Submit To:** Canvas when complete

**Time:** This task should be started in your fourth lab class and submitted for feedback before the start of week 7.

**Resources:**

[Sobkowicz, M 2015 \*Learn game programming with Ruby : bring your ideas to life with Gosu\*. The Pragmatic Bookshelf](#)

[Gosu Ruby Documentation](#)

[Gosu site](#)

[Gosu game video tutorial](#)

### Submission Details

You must submit the following files to Canvas:

- Basic *shape\_moving.rb* source code
- Screenshot of the window showing the execution of your program.

Make sure that your task has the following in your submission:

- The program must move a shape across the screen using code in the appropriate sections.
- Code must follow the Ruby coding convention used in the unit (layout, and use of case).
- The code must run and the screenshot show it working.
- This program does NOT need to have a procedure for main – the Gosu cycle is the main cycle.
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- Your program must have the indicated local variables and use them appropriately.

## Instructions

Use the code provided (from this task's resources in Canvas) to get started.

You must enhance the code provided as follows:

1. The shape also can be moved up and down
2. The shape does not move out of the window area

Now that the Task is complete you can submit it for assessment, which will help prepare it for your portfolio.

1. Use your preferred screenshot program to take a screenshot of the program's window, as this is one of the things you will need to submit.
2. Once you get things working you **do not** want to lose them.
  - Work on your computer's storage device most of the time... but backup your work when you finish each task.
  - Use **Dropbox** or a similar online storage provider, as well as other locations.
  - Canvas is not a Backup of your work, so make sure you keep a copy!
  - A USB key and portable hard drives are good secondary backups... but can be lost/damaged (do not rely upon them).
3. Login to Canvas, and locate Credit Task 4.3
4. Change the status of the task to **Ready To Mark**
5. Upload your completed code and the screenshot.
6. If you check back later Canvas will have prepared these as PDFs for your tutor to assess.

You now have another of your first portfolio pieces. This will help demonstrate your learning from the unit.

**Note:** This is one of the tasks you need to **submit to Canvas**. Check the assessment criteria for the important aspect your tutor will check.

End of Task