

MODULE DOCSTRING:

Simple Wormy game made with PyGame.

This program runs a basic snake-style game where a worm moves around, eats apples, and grows longer. The game ends if the worm hits the wall or runs into itself.

main:

Sets up the game window and keeps the main game loop running. Shows the start screen, plays a round, and then shows the game-over screen.

runGame:

Run one full round of the game.

Handles movement, collisions, score updates, and drawing everything on the screen until the player loses the game.

drawPressKeyMsg:

Draw a small message telling the player to press a key to begin.

checkForKeyPress:

Check if the player released a key.

Returns the key that was released, or none if nothing was pressed. Also quits the game if needed.

showStartScreen:

Show the starting title screen with rotating text. Waits until the player presses a key to continue.

terminate:

Close pygame and exit the program.

getRandomLocation:

Return a random x and y spot on the grid to place an apple.

showGameOverScreen:

Show the 'Game Over' screen and wait for the player to either play again or quit the game.

drawScore:

Draw the player's score in the top-right corner.

score: the number of points to show.

drawWorm:

Draw the worm on the screen using the list of its coordinates.

drawApple:

Draw the apple at the given grid location.

drawGrid:

Draw the grid lines across the window so the game has a clear layout.