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CS 206

31 October 2012

Wormy Game Tutorial

I found this tutorial at the Invent with Python Website, under chapter 6-Wormy. At the end of this paper I will be including a list of sources including a direct link to the online Wormy game tutorial. This tutorial covers the main components and features of the Pygame library, which is useful for developing games and learning computer programming. The tutorial assumes that you are familiar with basic Python concepts such as tuples, lists and primitive date types, etc. However, one can easily understand what is going on after reading the source code a couple times. While completing the tutorial I had a little trouble understanding how the game worked because of poor documentation.

The Wormy game program has been designed to handle the following events. These events are controlled by the main loop or game loop, which handles events, updates the game state and draws the game state to the screen. At the beginning of the game, the worm starts in a random position away from the edges of the screen. At the same time, an “apple” also appears randomly on the screen. The worm is constantly moving around the screen and so the player must direct the worm so that it can eat the apple. Every time the worm eats an apple, the worm grows longer by one segment, and a new apple randomly appears on the screen again. The game is over if the worm crashes into itself or the edges of the screen.

Something interesting that I was introduced to during this tutorial is the functionality of Pygame specially its game loop, which handles events (e.g. keyboard events) updates the game state and draws the game state to the screen (e.g. Game Over). In order to improve this tutorial I added a lot of documentation, and changed the color of the apple, worm and Game Over message. Also, I changed the caption of the screen and modified the degrees and direction to which the start up screen message or frames move. In addition, I added a list of songs and from this list of songs; a song is randomly played over and over again during the game. Unfortunately, I was not able to figure out how to design this new feature so that all the songs in the list would play randomly one after the other. Finally, I added a sound feature that is called when the worm eats an apple. Enjoy!

Sources

-Music and Sound effects

<http://www.nerdparadise.com/tech/python/pygame/basics/part3/>

- Invent with Python: <http://inventwithpython.com/pygame/chapters/>

- pygame.mixer.music: <http://www.pygame.org/docs/ref/music.html>

- Sounds: http://www.soundjay.com/button-sounds-1.html