

## Sprites and collisions

- you will need to save these images in the same directory as the code:
  - `gun.png` `<ball.png>`
  - `arrow.png` `<ball.png>`
  - `ball.png` `<ball.png>`

## Sprites and collisions

- sprites are created and normally placed into a list
  - and referred to as a group
- you can then test for a collision between another sprite via:

```
inter = spritecollide(foo, bar, dokill)
```

- `inter` is a list of all sprites from list `bar` which have collided with the single sprite `foo`
- the `dokill` parameter is either `True` or `False` and if it was `True` the `kill` method is called for every sprite in the list `inter`

## Sprites and collisions

- ```
for bomb in sprite.spritecollide(player, bombs, True):  
    boom_sound.play()
```
- notice that this example tests whether a single sprite `player` has collided with any sprite in the `bombs` list

## Managing collisions between two groups of sprites

- we can detect whether a collision occurs between two groups of sprites by using the following function:

- ```
groupcollide(list1, list2, dokill1, dokill2)
```

- this function returns a dictionary
  - each key in the dictionary is a sprite in `list1` and its value is a list of sprites from `list2` with which it has collided
  - the `dokill1`, `dokill2` arguments determine whether the `kill` method should be called in `list1` or `list2`

## Managing collisions between two groups of sprites

- ```
for alien in sprite.groupcollide(aliens, bullets, True, True).keys():  
    boom_sound.play()  
    kills += 1
```
- the code checks for the collisions between bullets and all the aliens
- in this case we only loop over the dictionary keys
  - but we could loop over the `values()` or `items()`
  - if we wanted to do something to the specific shots that collided with aliens

## Managing collisions between two groups of sprites

- if we did loop over the `values()` we would be looping through lists that contain sprites
- note that the same sprite may even appear more than once in these different loops, since the same `bullet` could have collided against multiple `aliens`

## Real example

- *"Talk is cheap. Show me the code."*

Linux Torvalds, Fri, 25 Aug 2000 11:09:12 -0700 (PDT)

# Space invaders in Python

```
#!/usr/bin/env python3

import pygame
import sys
from pygame.locals import KEYDOWN, KEYUP, K_SPACE, K_ESCAPE, \
                             K_RIGHT, K_LEFT

width          = 320
height         = 240
imageWidth     = 32
imageHeight    = 32

goingLeft      = True
invaderHeight  = 0
gunLeft        = False
gunRight       = False
gunXpos        = (width/2)-(imageWidth/2)
delay          = 10
```



# Space invaders in Python

```
class BoxSprite(pygame.sprite.Sprite):  
    image = None  
  
    def __init__(self, initial_position):  
        pygame.sprite.Sprite.__init__(self)  
        if BoxSprite.image is None:  
            BoxSprite.image = pygame.image.load("ball.png")  
        self.image = BoxSprite.image  
  
        self.rect = self.image.get_rect()  
        self.rect.topleft = initial_position  
        self.next_update_time = 0 # as soon as possible  
        self.yPos = initial_position[1]
```

# Space invaders in Python



```
def update(self, current_time, left, right):
    global goingLeft, invaderHeight, imageWidth, delay
    # check update
    if self.next_update_time < current_time:
        # If we're at the left or right the screen, switch directions.
        if self.rect.topleft[0] == left:
            goingLeft = False
            invaderHeight += 1
        elif self.rect.topleft[0] == right-imageWidth:
            goingLeft = True
            invaderHeight += 1
        if goingLeft == True:
            self.rect.topleft = [self.rect.topleft[0]-1,
                                self.rect.topleft[1]]
        else:
            self.rect.topleft = [self.rect.topleft[0]+1,
                                self.rect.topleft[1]]
        self.rect.topleft = [self.rect.topleft[0],
                            invaderHeight+self.yPos]
        self.next_update_time = current_time + delay
```

# Space invaders in Python

```
class missile(pygame.sprite.Sprite):  
    image = None  
  
    def __init__(self, initial_position):  
        pygame.sprite.Sprite.__init__(self)  
        if missile.image is None:  
            missile.image = pygame.image.load("arrow.png")  
        self.image = missile.image  
  
        self.rect = self.image.get_rect()  
        self.rect.topleft = initial_position  
        self.next_update_time = 0 # update() hasn't been called yet.
```

# Space invaders in Python



```
def update(self, current_time):
    global missile
    # check update
    if self.next_update_time < current_time:
        # If we're reached the top then stop
        if self.rect.topleft[1] == 0:
            missiles.remove(self)
            self.kill()
            return
        else:
            self.rect.topleft = [self.rect.topleft[0],
                                self.rect.topleft[1]-1]
    self.next_update_time = current_time + 4
```

# Space invaders in Python

```
class gun(pygame.sprite.Sprite):
    image = None

    def __init__(self):
        global width, imageHeight, gunXpos
        pygame.sprite.Sprite.__init__(self)
        if gun.image is None:
            gun.image = pygame.image.load("gun.png")
            self.image = gun.image

        self.rect = self.image.get_rect()
        self.rect.topleft = [gunXpos, height-imageHeight]
        self.next_update_time = 0 # update() hasn't been called yet.
```

# Space invaders in Python



```
def update(self, current_time):
    global gunXpos, width, imageWidth

    # check update
    if self.next_update_time < current_time:
        if gunLeft and gunXpos>0:
            gunXpos -= 1
        if gunRight and gunXpos<width-imageWidth:
            gunXpos += 1
        self.rect.topleft = [gunXpos, self.rect.topleft[1]]
        self.next_update_time = current_time + 1
```

# Space invaders in Python

```
def checkInput():
    global gunLeft, gunRight, missiles, gunXpos, height
    for event in pygame.event.get():
        if event.type == KEYDOWN:
            if event.key == K_ESCAPE:
                sys.exit(0)
            elif event.key == K_RIGHT:
                gunLeft = False
                gunRight = True
            elif event.key == K_LEFT:
                gunLeft = True
                gunRight = False
            else:
                missiles.append(missile([gunXpos, height]))
        elif event.type == KEYUP and event.key != K_SPACE:
            gunRight = False
            gunLeft = False
```

# Space invaders in Python



```
def checkCollisions():
    global missiles, invaders
    if missiles != [] and invaders != []:
        for m in missiles:
            found = False
            for b in pygame.sprite.spritecollide(m, invaders, False):
                invaders.remove(b)
                b.kill()
                found = True
            if found:
                missiles.remove(m)
                m.kill()
```



## Main section of space invaders - initialisation



```
pygame.init()
invaders = []
missiles = []

for x in range(0, width, 32):
    for y in range(0, 96, 32):
        invaders.append(BoxSprite([x, y]))

screen = pygame.display.set_mode([320, 240])
gunControl = gun()
```

## Main section of space invaders - initialisation



```
while invaders != []:
    screen.fill([0, 0, 0]) # blank the screen.
    time = pygame.time.get_ticks()
    for b in invaders:
        b.update(time, 0, width)
        screen.blit(b.image, b.rect)

    checkInput()
    checkCollisions()
```

## Main section of space invaders - initialisation

```
gunControl.update(time)
screen.blit(gunControl.image, gunControl.rect)
for m in missiles:
    m.update(time)
    screen.blit(m.image, m.rect)
pygame.display.update()
if pygame.sprite.spritecollide(gunControl, invaders, 0) != []:
    pygame.time.delay(50)
    print "loser"
    sys.exit(0)
if len(invaders)<10:
    delay = len(invaders)

pygame.time.delay(50)
print "winner"
```

## Tutorial

- extend your missile command program to include a `city` class
- give your city class an `__init__`, `update`, `ignite`, `erase` and `check` method
- the method prototypes are:

## Tutorial

```
# create a city at pos
# calculate the epicenter of the city
# store it in the class
def __init__ (self, pos):
    # draw the city
    def draw_city (self):
        # remove the city
    def erase (self):
        # determine whether city should catch fire given explosion at p with a radius
    def check (self, p, radius):
```

■ extend your game to include cities and their destruction!

■ now create a gun class (which will be very similar to the city class)