



Python – Animal Expedition

Lesson 1-2 Homework

These weeks in class we learned about:

1. Importing resources
2. Creating and styling a game screen (and main player)
3. Movement through mapping keyboard keys to movement

Homework

Create a small game and moveable character

```
# Import
import turtle

# Screen
screen = turtle.Screen()
screen.bgcolor('black')
screen.title("Homework 1")

# Player (turtle) object
player = turtle.Turtle()
player.shape('turtle')
player.color('red')

# Movement
def moveForward(): player.forward(25)
def moveBackward(): player.backward(25)
def turnLeft(): player.left(45)
def turnRight(): player.right(45)

screen.onkeypress(moveForward, 'Up')
screen.onkeypress(moveBackward, 'Down')
screen.onkeypress(turnLeft, 'Left')
screen.onkeypress(turnRight, 'Right')

# LAST 2 LINES -----
screen.listen()
screen.mainloop()
```

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