



Python – Animal Expedition

Lesson 9-10 Homework

These weeks in class we learned about:

1. Create objects that spawn on clicks
2. Creating player-controlled commands

Homework

Create a small game of placing object stamps with clicking and erasing (with the space bar)

```
# Import
import turtle, random

# Screen
screen = turtle.Screen()
screen.bgcolor('black')
screen.title("Homework 4")

obj = turtle.Turtle()
obj.shape('square')
obj.color('white')
obj.penup()
obj.speed(0)

def placeShape(x,y):
    obj.setpos(x,y)
    obj.stamp()

screen.onclick(placeShape)
screen.onkeypress(obj.clearstamps, 'space')

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

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