Assignment 3

Q1) The subroutine I changed was “def draw\_everything(screen, mybox, pellets, borders).” I changed the numbers in the parameters of each “pygame.draw()”

Q2) I changed the subroutine “def process\_input(prev\_direction).” I changed the direction keys to “pygame.K\_w”…etc.

Q3a) I changed the subroutine “def move(box,direction)” in order to double the speed without changing the frames per second.

Q3b) The movebox and collide subroutines should be left outside the main loop because by leaving box.collidelist and box.move outside of the loop, it makes for good code style, indicating what happens when you pass the subroutine two boxes or a box and a direction.

Q4) The subroutine that I changed was “def create\_borders().” This added two obstacles in the game that acted as borders. When the player’s box collides with the border, it “dies” and spawns in the opposite direction that it went when hitting the obstacle.