

Cheat Sheet - Snake

You can change the controls for the game by changing the strings within the conditionals:

- Line 12 will change the key to quit,
 - Line 14 ... to reset,
 - Line 16 ... to stop the game and edit/fix the code,
 - Line 20 - 26 ... change the direction of the snake (Up, Down, Left, Right, respectively).
 - Line 166: You can change what instructions are printed.
 - Line 216: You can change the number of rows and columns, ex: `run(20,10)`
 - Lines 114 - 120: Change the color of the board (Line 114), snake (Line 117), or food (Line 120) by changing the string to a common color, ex: "yellow"
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Cheat Sheet - Turtle

Movement: (<distance> is a number of pixels)

- a) `turtle.forward(<a_number>)`
 - a. for example, type: `turtle.forward(30)`
- b) `turtle.backward(<distance>)`
- c) `turtle.left(<degrees>)`
- d) `turtle.right(<degrees>)`

Special:

- a) `turtle.clear()` Clears the turtle screen
- b) `turtle.up()` "Picks Up" pen so turtle won't draw line
- c) `turtle.down()` "Puts Down" pen so turtle will draw line
- d) `turtle.home()` Brings the turtle back to its original position