

**Today we will update our Arcanoid where all  
your game pausing will save some data.**

**add to file**

```
with open('data.txt', 'a') as file:
```



**Also I used this method to save the time  
when data was collected**

```
from datetime import datetime
```

```
date = datetime.now()  
d = date.strftime("%Y-%m-%d %H:%M:%S")
```

```
def save_data():  
    date = datetime.now()  
    d = date.strftime("%Y-%m-%d %H:%M:%S")  
    left = len(block_list) - 4  
  
    with open('data.txt', 'a') as file:  
        file.write(f"Time: {d} \n")  
        file.write(f"Score: {game_score}\n")  
        file.write(f"Blocks left: {left}\n")  
        file.write(f"\n")
```

```
pause_to_save = False
```

**Creating a flag to know if we have saved the data due to not adding information all the time when we in pause**

```
while run:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            run = False
        if event.type == pygame.KEYDOWN:
            if event.key == pygame.K_SPACE:
                game_paused = not game_paused
                if game_paused and not pause_to_save:
                    save_data()
                    pause_to_save = True
```

```
if not game_paused:  
    update()  
    pause_to_save = False
```

**So, now we can save the data more than once**

**I also created a function which will show at what time a get finished the game and with which score**

```
def game_over():  
    date = datetime.now()  
    d = date.strftime("%Y-%m-%d %H:%M:%S")  
    with open('data.txt', 'a') as file:  
        file.write(f"game finished at {d} \n")  
        file.write(f"Game Score: {game_score}\n")  
        file.write(f"\n")
```



```
if ball.bottom > H:
```

```
    screen.fill((0, 0, 0),
```

```
    screen.blit(losetext, losetTextRect)
```

```
    pygame.display.update()
```

```
    time.sleep(3)
```

```
    game_over()
```

```
    pygame.quit()
```

```
    exit()
```

```
if quit_button.draw(screen):
```

```
    game_over()
```

```
    run = False
```

```
while run:
```

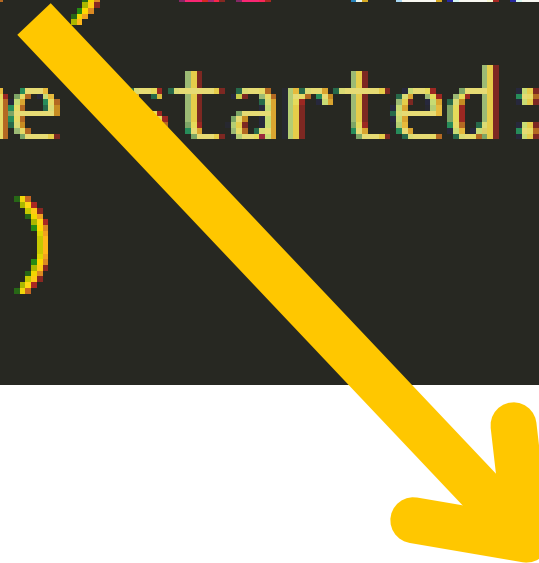
```
#     for event in pygame.event.get():  
#         if event.type == pygame.QUIT:
```

```
            game_over()
```

```
            run = False
```

**Now, let's clean the file every time we start a new game**

```
def new_game():  
    date = datetime.now()  
    d = date.strftime("%Y-%m-%d %H:%M:%S")  
    with open('data.txt', 'w') as file:  
        file.write(f"Game started: {d} \n")  
        file.write(f"\n")
```



**clean the file and write**

```
new_game_started = False
```

**Creating a flag to know if we have already started the game**

```
if not game_paused and not new_game_started:  
    new_game()  
    new_game_started = True
```

**And use the function in the main loop**

**Thank you for your attention!**