

# Chapter 18: Completing the Mr. Stick Man Game

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11:37 AM

There's a lot more we can do to improve the game. At the moment, it's very simple, so we can add code to make it more professional looking and more interesting to play. Try adding the following features and then check your code at <http://python-for-kids.com/>.

## #1: "You Win!"

Like the "Game Over" text in the Bounce! game we completed in Chapter 14, add the "You Win!" text when the stick figure reaches the door, so players can see that they have won.

## #2: Animating the Door

In Chapter 15, we created two images for the door: one open and one closed. When Mr. Stick Man reaches the door, the door image should change to the open door, Mr. Stick Man should vanish, and the door image should revert to the closed door. This will give the illusion that Mr. Stick Man is exiting and closing the door as he leaves. You can do this by changing the DoorSprite class and the StickFigureSprite class.

## #3: Moving Platforms

Try adding a new class called MovingPlatformSprite. This platform should move from side to side, making it more difficult for Mr. Stick Man to reach the door at the top.

