

# Chapter 16: Developing the Mr. Stick man Game

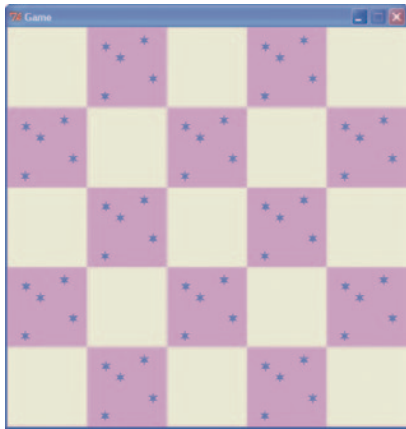
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11:37 AM

The following coding puzzles are some ways that you can experiment with the game's background image. Check your answers at <http://python-for-kids.com/>.

## #1: Checkerboard

Try changing the Game class so that the background image is drawn like a checkerboard:



## #2: two-Image Checkerboard

Once you've figured out how to create a checkerboard effect, try using two alternating images. Come up with another wallpaper image (using your graphics program), and then change the Game class so it displays a checkerboard with two alternating images instead of one image and the blank background.

## #3: Bookshelf and Lamp

You can create different wallpaper images to make the background of the game look more interesting. Create a copy of the background image, and then draw a simple bookshelf on it. Or you could draw a table with a lamp or a window. Then dot these images around the screen by changing the Game class so that it loads (and displays) three or four different wallpaper images.

