

Upgraded Snake Game

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In the original snake game code, I added some background and sounds to make the game for fun to play

1. Background image & background music:

```
class Game(object):
    def __init__(self):
        self.snake = Snake()
        self.feed = Feed()
        self.speed = 20

        self.background_image = pygame.image.load("/Users/nanditakothari/Desktop/Sogang 22-2/Visual Media/pygame/field.jpg")
        self.background_image = pygame.transform.scale(self.background_image, (SCREEN_WIDTH, SCREEN_HEIGHT))
        pygame.mixer.music.load("/Users/nanditakothari/Desktop/Sogang 22-2/Visual Media/pygame/snake_bgm.ogg")
        pygame.mixer.music.set_volume(0.1)
        pygame.mixer.music.set_endevent(pygame.constants.USEREVENT)
        pygame.mixer.music.play()
```

- Load the background image using **pygame.image.load(pathname)**
- Resize the image to our set screen size using **pygame.transform.scale(image, size)**
- Load the background music using **pygame.mixer.music.load(pathname)**
- Setting the volume to 0.1 using **pygame.mixer.music.set_volume(volume)**
- Set the end event
- Play the background music

```
def display_frame(self, screen):
    #screen.fill(WHITE)
    screen.blit(self.background_image, self.background_image.get_rect())
    self.draw_info(self.snake.length, self.speed, screen)
    self.snake.draw(screen)
    self.feed.draw(screen)
    screen.blit(screen, (0, 0))
```

- Displaying the background image in the display_frame function

2. Eating sound when snake eats the food:

```
# 뱀이 먹이를 먹었는지 체크
def check_eat(self, snake, feed):
    if snake.positions[0] == feed.position:
        eating_sound = pygame.mixer.Sound("/Users/nanditakothari/Desktop/Sogang 22-2/Visual Media/pygame/eating.ogg")
        eating_sound.play()
        snake.eat()
        feed.create()
```

- Load the sound effect
- Play the sound effect when the position of the head of the snake is the same as the feed position

