28. Python Graphics: Where's Waldo

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Waldo Class Methods

draw(GraphWin)

undraw(GraphWin)

setFill(color)

move(dx,dy)

moveTo(x,y)

getX()

getY()

contains(Point)

Lab 28 – Where's Waldo!

- Make your entire scene (flag, person, landscape,...)
- Make a Waldo at a random location and hide it (undraw) it
- Include click counter from previous lab
- When Waldo is found, show the Waldo, tell the user they won and stop counting.
- Note this is a repeat of a Java lab. Think about which implementation you prefer