

```
+ + + + + + + +
```

d

```
+ + + + + + + +
```

```
+ . + + + + +
```

```
+ . + + + + +
```

```
+ i ! o + + +
```

```
+ + + + + + + +
```

d (Player satisfies last box, satisfying the win condition and terminating the game)

```
+ + + + + + + +
```

```
+ . + + + + +
```

```
+ . + + + + +
```

```
+ i . + + + +
```

```
+ + + + + + + +
```

You Win!

415774.2960412.qx3zqy7

LAB
ACTIVITY

12.1.1: ZyProject1: Sokoban

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File is marked as read only

Current
file:

game_settings.py ▾

```
1 WALL = '+'
2 SPRITE = 'i'
3 SPRITE_T = 'I'
4
5 EMPTY = ' '
6 TARGET = 'o'
7 BOX_NS = '!'
8 BOX_S = '.'
9
10 RESTART = ' '
11 QUIT = 'q'
12
13 CONTROLS = "wasd q"
14
15 board = [
16     [WALL, WALL, WALL, WALL, WALL, WALL, WALL, WALL],
17     [WALL, EMPTY, BOX_S, EMPTY, EMPTY, EMPTY, EMPTY, WALL],
18     [WALL, SPRITE, EMPTY, BOX_NS, EMPTY, TARGET, EMPTY, WALL],
```

Develop mode

Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input