

# CSSE Description

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## Task2:

In my game I have two types of game mode. The basic game can reset in the 'New Basic Game' file menu and the Companion game can start and reset in the 'New Companion Game' file menu. When starting a companion game, there will have a companion dot in the grid, whenever you connect 6 companion dots, the game will be charge and random place some WildcardDot in grid.

## Task3

I create two functions in Task 3. The background music and save/loading method. In order to use music in python. The version 1.9.3 of pygame has been used. Install the pygame module with pip using the command: `pip install pygame-1.9.3-cp36-cp36m-win32.whl` which is download from the internet. Also, the saving can save the game progress in somewhere of your device and the loading can read the saved file.