

# wormy.py

Pay very close attention to the syntax:

()[]{},"':;.

## Part One: Game Speed & Pygame Window Size

```
FPS = 15  
WINDOWWIDTH = 640  
WINDOWHEIGHT = 480
```

## Part Two: Setting Background Color

BGCOLOR = \_\_\_\_\_ ← *specify your own color*

## Part Three: Drawing to the Screen

```
wormCoords.insert(0, newHead)  
DISPLAYSURF.fill(BGCOLOR)  
drawGrid()  
drawWorm(wormCoords)  
drawApple(apple)  
drawScore(len(wormCoords) - 3)  
pygame.display.update()  
FPSLOCK.tick(FPS)
```

## Part Four: The Start Screen

```
def showStartScreen():  
    titleFont = pygame.font.Font('freesansbold.ttf', 100)  
    titleSurf1 = titleFont.render('Wormy!', True, WHITE, DARKGREEN)  
    titleSurf2 = titleFont.render('Wormy!', True, GREEN)
```