<<utility>> UserInterface Game <<utility>> +screen: Turtle +_box_carry_positions: dict[str, dict[str, int]] helpers constants +game: Game() +_box_transport_positions: dict[str, dict[str, int]] +SCREEN_WID: int +direction_term() +info: Info() +_box_shape: str +SCREEN_HGT: int +print_message() +background: Background() +_box_carry_pos_x: int +SCREEN_TRA: int +surface: Surface() +_box_carry_pos_y: int +CONST_X: str +humanoid: Humanoid() +_box_trans_pos_x: int +CONST_Y: str +_box_trans_pos_y: int +CONST_LIGHT: str +start_moving() +_boxes: list +CONST_REGULAR: str +stop_moving() +_box_index: int +faster_moving() +slower_moving() +CONST_HEAVY: str +_exit_message: str +SPEED: int +_game_on: bool +BLACK: str +GREY: str +to_left() +_create_box +to_right() +_created_box +wait_for_input() +DARKGREY: str +_light_lift_up +LIGHTGREY: str +prepare() +_light_lift_down +animate_humanoid_move() +RED: str +_regular_lift_up +enter_factory() +MAHOGANY: str +_regular_lift_down +box_type() +MOCHA: str +_heavy_lift_up +create_crate() +COPPER: str +_heavy_lift_down +crate_on_conveyor_lift() +FORESTGREEN: str +_conveyor_lift_up +run() +TROPICALRAINFOREST: str +_conveyor_lift_down +MIDNIGHTDENIM: str +_box_left +OCEANDENIM: str +_ready_pickup +BLEACHEDDENIM: str +_carrying_box +DAYSKYBLUE: str +_box_in_light_lift +BOX_LIGHT_COLOR: str +_box_in_regular_lift +BOX_REGULAR_COLOR: str +_box_in_heavy_lift +BOX_HEAVY_COLOR: str +ARROW: str +__init__() +CIRCLE: str +SQUARE: str +TRIANGLE: str +FONT_NAME: str +FONT_SIZE: int +FONT TYPE: str +EXIT MESSAGE: str +NAME_FACE: str +NAME CRANIUM: str +NAME SHOULDERS: str +NAME_CHEST: str +NAME_WAIST: str +NAME PELVIS: str +NAME_LEFT_THIGH: str +NAME_LEFT_CALF: str +NAME_LEFT_FOOT: str +NAME_RIGHT_THIGH: str +NAME_RIGHT_CALF: str +NAME RIGHT FOOT: str +NAME LEFT UPPERARM: str +NAME LEFT FOREARM: str +NAME LEFT HAND: str +NAME_RIGHT_UPPERARM: str +NAME RIGHT FOREARM: str +NAME_RIGHT_HAND: str +DEFAULT: float +SLOW: float +NORMAL: float +FAST: int +ZERO: int +FACE WID: float +FACE LEN: float +CRANIUM WID: float +CRANIUM_LEN: float +SHOULDERS WID: float +SHOULDERS_LEN: int +CHEST WID: int +CHEST LEN: int +WAIST WID: int +WAIST_LEN: float +PELVIS_WID: int +PELVIS_LEN: int +THIGH WID: float +THIGH_LEN: int +THIGH SIZE: int +CALF WID: float +CALF LEN: int +CALF SIZE: int +FOOT_WID: int +FOOT_LEN: float +MAX EXTENDED: int +MAX_RETRACTED: int +UPPERARM WID: float +UPPERARM_LEN: int +UPPERARM_SIZE: int +FOREARM_WID: float +FOREARM_LEN: int +FOREARM_SIZE: int +HAND WID: float +HAND_LEN: float +FACE HEADING: int +FACE_POS_X: int +FACE_POS_Y: int +CRANIUM_HEADING: int +CRANIUM_POS_X: int +CRANIUM_POS_Y: int +SHOULDERS HEADING: int +SHOULDERS_POS_X: int +SHOULDERS_POS_Y: int +CHEST_HEADING: int +CHEST_POS_X: int +CHEST_POS_Y: int +WAIST HEADING: int +WAIST_POS_X: int +WAIST_POS_Y: int +PELVIS_HEADING: int +PELVIS_POS_X: int +PELVIS_POS_Y: int +THIGH HEADING: int +THIGH_POS_X: int +THIGH_POS_Y: int +CALF HEADING: int +CALF_POS_X: int +CALF_POS_Y: int +FOOT HEADING: int +FOOT_POS_X: int +FOOT_POS_Y: int +UPPERARM HEADING: int +UPPERARM_POS_X: int +UPPERARM POS Y: int +FOREARM HEADING: int +FOREARM POS X: int +FOREARM POS Y: int +HAND_HEADING: int +HAND POS X: int +HAND POS Y: int +CARRY UPPERARM HEADING: int +CARRY LEFT FOREARM HEADING: int +CARRY LEFT FOREARM POS X: int +CARRY LEFT FOREARM POS Y: int +CARRY LEFT HAND POS X: int +CARRY LEFT HAND POS Y: int +CARRY RIGHT FOREARM HEADING: int +CARRY RIGHT FOREARM POS X: int +CARRY RIGHT FOREARM POS Y: int +CARRY RIGHT HAND POS X: int +CARRY RIGHT HAND POS Y: int +BACKGROUND EMPTY MID NAME: str +BACKGROUND EMPTY LEFT NAME: str +BACKGROUND EMPTY RIGHT NAME: str +BACKGROUND_LIGHT_NAME: str +LIGHT LIFT NAME: str +BACKGROUND REGULAR NAME: str +REGULAR LIFT NAME: str +BACKGROUND_HEAVY_NAME: str +HEAVY LIFT NAME: str +BACKGROUND CONVEYOR NAME: str +CONVEYOR_LIFT_NAME: str +CONVEYOR_BELT_NAME: str +CONVEYOR DRIVE NAME: str +CONVEYOR_TAIL_NAME: str +LIGHT_LIFT_SPEED: int +REGULAR_LIFT SPEED: int +HEAVY_LIFT_SPEED: int +CONVEYOR LIFT SPEED: int +BACKGROUND EMPTY MID WID: int +BACKGROUND_EMPTY_MID_LEN: int +BACKGROUND EMPTY LEFT WID: int +BACKGROUND_EMPTY_LEFT_LEN: int +BACKGROUND EMPTY RIGHT WID: int +BACKGROUND EMPTY RIGHT LEN: int +BACKGROUND LIGHT WID: int +BACKGROUND LIGHT LEN: int +BACKGROUND REGULAR WID: int +BACKGROUND REGULAR LEN: int +BACKGROUND HEAVY WID: int +BACKGROUND HEAVY LEN: int +BACKGROUND CONVEYOR WID: int +BACKGROUND CONVEYOR LEN: int +LIGHT_LIFT_WID: float +LIGHT_LIFT_LEN: int +REGULAR_LIFT_WID: float +REGULAR_LIFT_LEN: int +HEAVY LIFT WID: float +HEAVY LIFT LEN: int +CONVEYOR_LIFT_WID: float +CONVEYOR_LIFT_LEN: int +CONVEYOR BELT WID: int +CONVEYOR_BELT_LEN: int +CONVEYOR_DRIVE_WID: int +CONVEYOR_DRIVE_LEN: int +CONVEYOR_TAIL_WID: int +CONVEYOR_TAIL_LEN: int +BACKGROUND EMPTY MID HEADING: int +BACKGROUND EMPTY MID POS X: int +BACKGROUND EMPTY MID POS Y: int +BACKGROUND EMPTY LEFT HEADING: int +BACKGROUND_EMPTY_LEFT_POS_X: int +BACKGROUND EMPTY LEFT POS Y: int +BACKGROUND EMPTY RIGHT HEADING: int +BACKGROUND EMPTY RIGHT POS X: int +BACKGROUND EMPTY RIGHT POS Y: int +BACKGROUND LIGHT HEADING: int +BACKGROUND LIGHT POS X: int +BACKGROUND_LIGHT_POS_Y: int +BACKGROUND REGULAR HEADING: int +BACKGROUND REGULAR POS X: int +BACKGROUND REGULAR POS Y: int +BACKGROUND HEAVY HEADING: int +BACKGROUND HEAVY POS X: int +BACKGROUND HEAVY POS Y: int +BACKGROUND_CONVEYOR_HEADING: int +BACKGROUND CONVEYOR POS X: int +BACKGROUND_CONVEYOR_POS_Y: int +LIGHT LIFT HEADING: int +LIGHT_LIFT_POS_X: int +LIGHT_LIFT_POS_Y: int +LIGHT_LIFT_MIN_Y: int +LIGHT_LIFT_MAX_Y: int +REGULAR LIFT HEADING: int +REGULAR_LIFT_POS_X: int +REGULAR LIFT POS Y: int +REGULAR_LIFT_MIN_Y: int +REGULAR_LIFT_MAX_Y: int +HEAVY LIFT HEADING: int +HEAVY_LIFT_POS_X: int +HEAVY_LIFT_POS_Y: int +HEAVY_LIFT_MIN_Y: int +HEAVY_LIFT_MAX_Y: int +CONVEYOR_LIFT_HEADING: int +CONVEYOR LIFT POS X: int +CONVEYOR_LIFT_POS_Y: int +CONVEYOR_LIFT_MIN_Y: int +CONVEYOR LIFT MAX Y: int +CONVEYOR BELT HEADING: int +CONVEYOR_BELT_POS_X: int +CONVEYOR_BELT_POS_Y: int +CONVEYOR DRIVE HEADING: int +CONVEYOR_DRIVE_POS_X: int +CONVEYOR DRIVE POS Y: int +CONVEYOR TAIL HEADING: int +CONVEYOR_TAIL_POS_X: int +CONVEYOR TAIL POS Y: int +LEFTMOST TERM: int +RIGHTMOST_TERM: int +FACTORY LEFT END: int +FACTORY RIGHT END: int +NAME_LIGHT_BOX: str +NAME REGULAR BOX: str +NAME_HEAVY_BOX: str +BOX_LEFT_SPEED: int +BOX_LIGHT_SHAPESIZE: tuple +BOX_LIGHT_WID: int +BOX_LIGHT_LEN: int +BOX_REGULAR_SHAPESIZE: tuple +BOX_REGULAR_WID: int +BOX_REGULAR_LEN: int +BOX_HEAVY_SHAPESIZE: tuple +BOX HEAVY WID: int +BOX HEAVY LEN: int +LIGHT_BOX_HEADING: int +LIGHT_BOX_POS_X: int +LIGHT BOX POS Y: int +REGULAR_BOX_HEADING: int +REGULAR BOX POS X: int +REGULAR BOX POS Y: int +HEAVY BOX HEADING: int +HEAVY_BOX_POS_X: int +HEAVY_BOX_POS_Y: int +TRANSPORT X: int +LIGHT_TRANSPORT_Y: int +REGULAR TRANSPORT Y: int +HEAVY TRANSPORT Y: int +BOX PICKUP POS X: int +BOX ABOVE SCREEN POS X: int +BOX_ABOVE_SCREEN_POS_Y: int

+ADJUST_Y: int +BOX_INDEX: int

+SURFACE_WID: float

+SURFACE HEADING: int

+SURFACE_POS_X: int

+SURFACE_POS_Y: int

+SURFACE_LEN: int

+INFO_POS_X: int +INFO_POS_Y: int

+INFO_ALIGN: str

+INFO_TEXT: str

Background -__background_part: dict[str, str | float | int] +_left: bool +_right: bool +_is_light_lift_up: bool +_is_light_lift_down: bool +_is_regular_lift_up: bool +_is_regular_lift_down: bool +_is_heavy_lift_up: bool +_is_heavy_lift_down: bool +_is_conveyor_lift_up: bool +_is_conveyor_lift_down: bool +background_empty_mid: Turtle() +background_empty_left: Turtle() +background_empty_right: Turtle() +background_light: Turtle() +background_regular: Turtle() +background_heavy: Turtle() +background_conveyor: Turtle() +light_lift: Turtle() +regular_lift: Turtle() +heavy_lift: Turtle() +conveyor_lift: Turtle() +conveyor_belt: Turtle() +conveyor_drive: Turtle() +__init__()
-__initialize_background_part() -__create_background_empty_mid() -__create_background_empty_left() -__create_background_empty_right() -__create_background_light() -__create_background_regular() -__create_background_heavy() -__create_background_conveyor() -__to_positions() -__to_start_pos() -__to_extreme_pos() -__to_leftmost_pos() -__to_rightmost_pos() +update_background() +light_lift_to_up() +light_lift_to_down() +regular_lift_to_up() +regular lift to down() +heavy_lift_to_up() +heavy_lift_to_down() +conveyor_lift_to_up() +conveyor_lift_to_down()

-__box_part: dict[str, str | float | int] -__body_part: dict[str, str | float | int] +move_speed: dict[str, float] -__left_thigh_heading: int -__left_thigh_extended: bool -__left_thigh_retracted: bool -__right_thigh_heading: int -__initialize_box_part() -__right_thigh_extended: bool -__right_thigh_retracted: bool -__create_regular_box() +_humanoid_speed: float | int -__create_heavy_box() +_move: bool +_left: bool +_right: bool +_carries_box: bool -__direction_heading: int +__init__() +create_measurement_grid() -__initialize_body_part() -__create_head() -__create_shoulders() -__create_chest() -__create_waist() -__create_pelvis() -__create_left_leg() -__create_right_leg() -__create_left_arm() -__create_right_arm() -_headings() -<<static>>__get_coord_x() -<<static>>__get_coord_y() +hands_to_carry() +update_limbs() +to_start_pos()

Box

-__boxes: list[fn]

+__init__() +new_box()

+box_to_left() +box_pickup()

+is_box_pickup: bool

-__create_light_box()

Humanoid

Surface

+__init__()

-__create_surface()

Info

+__init__()

-__create_info_text()