Your submission for this assignment ***must include your full name*** *and you nine-digit* ***student number as a comment*** *at the top of the* ***source file you submit****. All source code files must be written using the* ***Python 3 programming language*** *and must run on the course's* ***official virtual machine****.*

Do not compress *your submission into a "zip" file.*

Submissions that crash *(i.e., terminate with an error) on execution will* ***receive a mark of 0****.*

Officially, the Due Date for this Assignment is:

Friday, September 24th, 2021*, at* ***11:59pm EST****.*

Late Submissions are Accepted Without Penalty Until Sunday, September 26th, by 11:59pm EST.
Submissions received after that will not be accepted and will receive a mark of 0.

For this assignment you will use some of what you have learned about the Python 3 programming language and the pygame multimedia library in order to reproduce a simple abstract image that has been assigned specifically to you. Your assigned image will always consist of two polygons, each of a different colour, set against a white background.

In order to complete this task, you will need to:

- find your assigned image on Brightspace[1]
- read about pygame's "polygon" and "save" functions[2, 3]
- use Pinta to determine the colours you will require

Your submission for this assignment:

- must be a source code file with filename[4] 'comp1405_f21_#########_assignment_01.py'
- must create a pygame window of dimensions 480 × 640
- must fill the window surface such that it has a background colour of white
- must precisely reproduce the two polygons in your assigned image
- must save the window surface using the filename 'assigned_image_for_#########.png'[5]

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[1] The "Tasks for Assignment 1.pdf" document on Brightspace contains each student's assigned image.
[2] At the time of creating this document, the "polygon" function is detailed at https://www.pygame.org/docs/ref/draw.html.
[3] At the time of creating this document, the "save" function is detailed at https://www.pygame.org/docs/ref/image.html.
[4] You must replace the number signs in the filename with your official nine-digit student identification number.
[5] To clarify, your code, when executed, must create an image file in the same directory. Do not submit an image file.