**Objective:**

The objective of this lab is to be able to import and display customized sprite images in the pong game. You will use a pre-made skeleton to import image data for the sprites and the main page.

**Required Tools and Parts:**

Python3.9, Python IDE, Image Editor.

**Pre-requisites:**

A basic understanding of python and how to import modules.

**Activities:**

1. Create your own sprites images in the Image editor of your choice.

The output image must be in .png format.

1. Create a main screen background in the Image editor of your choice.
2. Change player class to change the paddle sprite.

You will be given the player class in a python script which will be imported into the game. You must alter the class function in a way that displays the custom sprite image that you created in the earlier steps.

The players sprite object is found in self.image. To display the image you must change self.image to point to the image data which you want to display.

Useful functions: convert\_alpha(), pygame.image.load()

1. Run the pong game using your custom sprites and background

**Lab-Report:**

Upload the changed player class and in a zipped folder with the image file (.png) and the lab report (.pdf).

In your lab report include:

1. The images you created
2. A picture of the game running with the sprites as your paddles.