

Wormy Game

3/22/2020

Exercise

```
apple = {  
    'color': 'red',  
    'Size': 20  
}  
  
banana = {  
    'color': 'yellow',  
    'size': 10  
}  
  
fruit = [ apple, banana ]  
  
print(fruit)  
  
print(fruit[0])  
  
print(fruit[-1])  
  
print(fruit[0]['color'])  
  
print(fruit[1]['size'])
```

```
apple = {  
    'color': ['red', 'yellow'],  
    'size': [10, 20, 30]  
}
```

```
print(apple)
```

```
print(apple['color'])
```

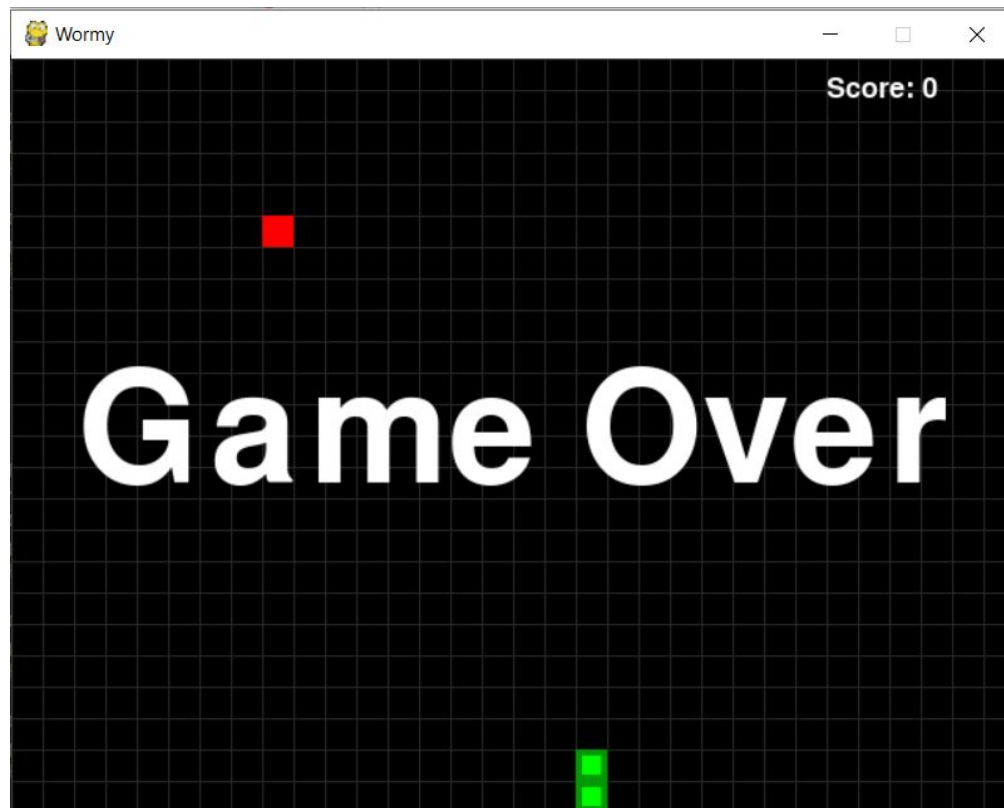
```
print(apple['color'][1])
```

Game rules

1. Eat the apple
2. Don't hit the wall
3. Don't hit worm body
4. Get the highest score



Game over



Game setup

```
import random, pygame, sys
from pygame.locals import QUIT, KEYDOWN, KEYUP, K_LEFT, K_RIGHT, K_UP, K_DOWN

FPS = 5
WINDOWWIDTH = 640
WINDOWHEIGHT = 480
CELLSIZE = 20
assert WINDOWWIDTH % CELLSIZE == 0, "Window width must be a multiple of cell size."
assert WINDOWHEIGHT % CELLSIZE == 0, "Window height must be a multiple of cell size."
CELLWIDTH = int(WINDOWWIDTH / CELLSIZE)
CELLHEIGHT = int(WINDOWHEIGHT / CELLSIZE)

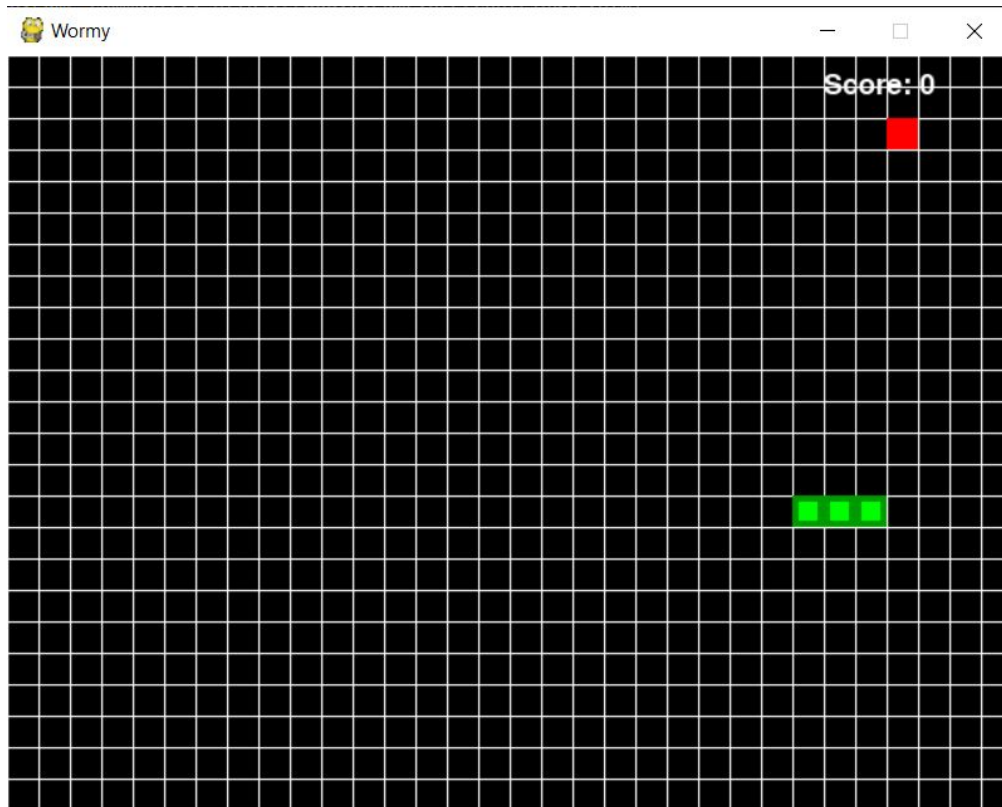
#           R      G      B
WHITE      = (255, 255, 255)
BLACK      = (  0,   0,   0)
RED        = (255,   0,   0)
GREEN      = (  0, 255,   0)
DARKGREEN  = (  0, 155,   0)
DARKGRAY   = ( 40,  40,  40)
BGCOLOR = BLACK
```

Grid

Window width

Cell size

Window height



Game setup and main function

```
UP = 'up'
DOWN = 'down'
LEFT = 'left'
RIGHT = 'right'

HEAD = 0 # syntactic sugar: index of the worm's head

def main():
    global FPSLOCK, DISPLAYSURF, BASICFONT

    pygame.init()
    FPSLOCK = pygame.time.Clock()
    DISPLAYSURF = pygame.display.set_mode((WINDOWWIDTH, WINDOWHEIGHT))
    BASICFONT = pygame.font.Font('freesansbold.ttf', 18)
    pygame.display.set_caption('Wormy')

    while True:
        runGame()
        showGameOverScreen()
```


Main and func python script

wormy_2020_main.py

```
import pygame
from wormy_2020_func import *

def main():

    pygame.init()
    FPSCLOCK = pygame.time.Clock()
    DISPLAYSURF = pygame.display.set_mode((WINDOWWIDTH, WINDOWHEIGHT))
    pygame.display.set_caption('Wormy')

    runGame_base(DISPLAYSURF, FPSCLOCK)
    ## runGame_1(DISPLAYSURF, FPSCLOCK)
    ## runGame_show_apple(DISPLAYSURF, FPSCLOCK)
    ## runGame_show_worm(DISPLAYSURF, FPSCLOCK)
    ## showGameOverScreen_base(DISPLAYSURF)

    ## while True:
    ##     runGame(DISPLAYSURF, FPSCLOCK)
    ##     showGameOverScreen(DISPLAYSURF)

if __name__ == '__main__':
    main()
```

wormy_2020_func.py

```
import random, pygame, sys
from pygame.locals import QUIT, KEYDOWN, KEYUP, K_LEFT, K_RIGHT, K_UP, K_DOWN

FPS = 5
WINDOWWIDTH = 640
WINDOWHEIGHT = 480
CELLSIZE = 20
CELLWIDTH = int(WINDOWWIDTH / CELLSIZE)
CELLHEIGHT = int(WINDOWHEIGHT / CELLSIZE)

#           R      G      B
WHITE      = (255, 255, 255)
BLACK      = (  0,   0,   0)
RED        = (255,   0,   0)
GREEN      = (  0, 255,   0)
DARKGREEN  = (  0, 155,   0)
DARKGRAY   = ( 40,  40,  40)
BGCOLOR = BLACK

UP = 'up'
DOWN = 'down'
LEFT = 'left'
RIGHT = 'right'

HEAD = 0 # syntactic sugar: index of the worm's head

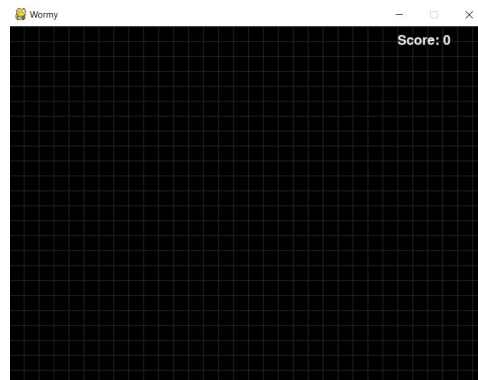
def terminate():
    pygame.quit()
    sys.exit()
```

wormy_2020_func.py: terminate, drawScore, drawGrid

```
def terminate():
    pygame.quit()
    sys.exit()

def drawScore(score, DISPLAYSURF):
    BASICFONT = pygame.font.Font('freesansbold.ttf', 18)
    scoreSurf = BASICFONT.render('Score: {}'.format(score), True, WHITE)
    scoreRect = scoreSurf.get_rect()
    scoreRect.topleft = (WINDOWWIDTH - 120, 10)
    DISPLAYSURF.blit(scoreSurf, scoreRect)

def drawGrid(DISPLAYSURF):
    for x in range(0, WINDOWWIDTH, CELLSIZE): # draw vertical lines
        pygame.draw.line(DISPLAYSURF, DARKGRAY, (x, 0), (x, WINDOWHEIGHT))
    for y in range(0, WINDOWHEIGHT, CELLSIZE): # draw horizontal lines
        pygame.draw.line(DISPLAYSURF, DARKGRAY, (0, y), (WINDOWWIDTH, y))
```



Wormy_2020_func.py: runGame_base

```
import pygame
from wormy_2020_func import *

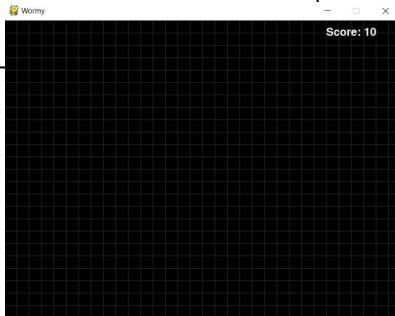
def main():

    pygame.init()
    FPSCLOCK = pygame.time.Clock()
    DISPLAYSURF = pygame.display.set_mode((WINDOWWIDTH, WINDOWHEIGHT))
    pygame.display.set_caption('Wormy')

    runGame_base(DISPLAYSURF, FPSCLOCK)
    ##    runGame_1(DISPLAYSURF, FPSCLOCK)
    ##    runGame_show_apple(DISPLAYSURF, FPSCLOCK)
    ##    runGame_show_worm(DISPLAYSURF, FPSCLOCK)
    ##    showGameOverScreen_base(DISPLAYSURF)

    ##    while True:
    ##        runGame(DISPLAYSURF, FPSCLOCK)
    ##        showGameOverScreen(DISPLAYSURF)

if __name__ == '__main__':
    main()
```



```
def runGame_base(DISPLAYSURF, FPSCLOCK):
    score = 0
    while True: # main game loop

        for event in pygame.event.get():
            if event.type == QUIT:
                terminate()
            elif event.type == KEYDOWN:
                score += 1

        DISPLAYSURF.fill(BG_COLOR)
        drawGrid(DISPLAYSURF)
        drawScore(score, DISPLAYSURF)
        pygame.display.update()
        FPSCLOCK.tick(FPS)
```

Wormy_2020_func.py: runGame_1

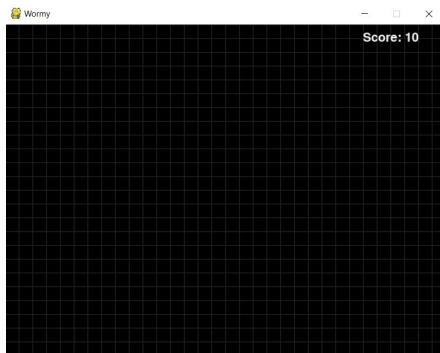
```
import pygame
from wormy_2020_func import *
```

```
def main():
    pygame.init()
    FPSCLOCK = pygame.time.Clock()
    DISPLAYSURF = pygame.display.set_mode((WINDOWWIDTH, WINDOWHEIGHT))
    pygame.display.set_caption('Wormy')
```

```
##     runGame_base(DISPLAYSURF, FPSCLOCK)
runGame_1(DISPLAYSURF, FPSCLOCK)
##     runGame_show_apple(DISPLAYSURF, FPSCLOCK)
##     runGame_show_worm(DISPLAYSURF, FPSCLOCK)
##     showGameOverScreen_base(DISPLAYSURF)
```

```
##     while True:
##         runGame(DISPLAYSURF, FPSCLOCK)
##         showGameOverScreen(DISPLAYSURF)
```

```
if __name__ == '__main__':
    main()
```



```
def runGame_1(DISPLAYSURF, FPSCLOCK):
    score = 0
    while True: # main game loop

        for event in pygame.event.get():
            if event.type == QUIT:
                terminate()
            elif event.type == KEYDOWN:
                if event.key == K_LEFT:
                    score -= 1
                elif event.key == K_RIGHT:
                    score += 1
                elif event.key == K_UP:
                    score += 10
                elif event.key == K_DOWN:
                    score -= 10

        DISPLAYSURF.fill(BG_COLOR)
        drawGrid(DISPLAYSURF)
        drawScore(score, DISPLAYSURF)
        pygame.display.update()
        FPSCLOCK.tick(FPS)
```

Draw apple



wormy_2020_main.py

```
import pygame
from wormy_2020_func import *

def main():

    pygame.init()
    FPSCLOCK = pygame.time.Clock()
    DISPLAYSURF = pygame.display.set_mode((WINDOWWIDTH, WINDOWHEIGHT))
    pygame.display.set_caption('Wormy')

    ##    runGame_base(DISPLAYSURF, FPSCLOCK)
    ##    runGame_1(DISPLAYSURF, FPSCLOCK)
    runGame_show_apple(DISPLAYSURF, FPSCLOCK)
    ##    runGame_show_worm(DISPLAYSURF, FPSCLOCK)
    ##    showGameOverScreen_base(DISPLAYSURF)

    ##    while True:
    ##        runGame(DISPLAYSURF, FPSCLOCK)
    ##        showGameOverScreen(DISPLAYSURF)

if __name__ == '__main__':
    main()
```

wormy_2020_func.py

```
class Apple(object):
    def __init__(self, cell_width, cell_height, cell_size):
        self.cell_width = cell_width
        self.cell_height = cell_height
        self.cell_size = cell_size
        self.update()

    def draw(self, DISPLAYSURF):
        x = self.Coord['x'] * self.cell_size
        y = self.Coord['y'] * self.cell_size
        appleRect = pygame.Rect(x, y, self.cell_size, self.cell_size)
        pygame.draw.rect(DISPLAYSURF, RED, appleRect)

    def update(self):
        self.Coord = {'x': random.randint(0, self.cell_width - 1), \
                      'y': random.randint(0, self.cell_height - 1)}
```

wormy_2020_func.py

```
def runGame_show_apple(DISPLAYSURF, FPSCLOCK):
    score = 0
    apple = Apple(CELLWIDTH, CELLHEIGHT, CELLSIZE)
    while True: # main game loop

        for event in pygame.event.get(): # event handling
            if event.type == QUIT:
                terminate()
            elif event.type == KEYDOWN:
                if event.key == K_LEFT:
                    score -= 1
                elif event.key == K_RIGHT:
                    score += 1
                elif event.key == K_UP:
                    score += 10
                elif event.key == K_DOWN:
                    score -= 10
            else:
                apple.update()

        DISPLAYSURF.fill(BG_COLOR)
        drawGrid(DISPLAYSURF)
        drawScore(score, DISPLAYSURF)
        apple.draw(DISPLAYSURF)
        pygame.display.update()
        FPSCLOCK.tick(FPS)
```


Worm class

```
class Worm(object):
    def __init__(self, cell_width, cell_height, cell_size):
        self.cell_width = cell_width
        self.cell_height = cell_height
        self.cell_size = cell_size
        self.direction = RIGHT
        # Set a random start point.
        margin = 5
        startx = random.randint(margin, cell_width - margin)
        starty = random.randint(margin, cell_height - margin)
        self.Coords = [{'x': startx, 'y': starty},
                       {'x': startx - 1, 'y': starty},
                       {'x': startx - 2, 'y': starty}]

    def draw(self, DISPLAYSURF):
        for coord in self.Coords:
            x = coord['x'] * self.cell_size
            y = coord['y'] * self.cell_size
            wormSegmentRect = pygame.Rect(x, y, self.cell_size, self.cell_size)
            pygame.draw.rect(DISPLAYSURF, DARKGREEN, wormSegmentRect)
            wormInnerSegmentRect = pygame.Rect(x + 4, y + 4, \
                                                self.cell_size - 8, self.cell_size - 8)
            pygame.draw.rect(DISPLAYSURF, GREEN, wormInnerSegmentRect)
```



0	1	2	3	4
---	---	---	---	---

Worm class (cont)

new	0	1	2	3	4
-----	---	---	---	---	---

```
class Worm(object):
    def __init__(self, cell_width, cell_height, cell_size):
        self.cell_width = cell_width
        self.cell_height = cell_height
        self.cell_size = cell_size
        self.direction = RIGHT
        # Set a random start point.
        margin = 5
        startx = random.randint(margin, cell_width - margin)
        starty = random.randint(margin, cell_height - margin)
        self.Coords = [{'x': startx, 'y': starty},
                       {'x': startx - 1, 'y': starty},
                       {'x': startx - 2, 'y': starty}]

    def draw(self, DISPLAYSURF):
        for coord in self.Coords:
            x = coord['x'] * self.cell_size
            y = coord['y'] * self.cell_size
            wormSegmentRect = pygame.Rect(x, y, self.cell_size, self.cell_size)
            pygame.draw.rect(DISPLAYSURF, DARKGREEN, wormSegmentRect)
            wormInnerSegmentRect = pygame.Rect(x + 4, y + 4, \
                                                self.cell_size - 8, self.cell_size - 8)
            pygame.draw.rect(DISPLAYSURF, GREEN, wormInnerSegmentRect)

    def update(self):
        if self.direction == UP:
            newHead = {'x': self.Coords[HEAD]['x'], 'y': self.Coords[HEAD]['y'] - 1}
        elif self.direction == DOWN:
            newHead = {'x': self.Coords[HEAD]['x'], 'y': self.Coords[HEAD]['y'] + 1}
        elif self.direction == LEFT:
            newHead = {'x': self.Coords[HEAD]['x'] - 1, 'y': self.Coords[HEAD]['y']}
        elif self.direction == RIGHT:
            newHead = {'x': self.Coords[HEAD]['x'] + 1, 'y': self.Coords[HEAD]['y']}
        self.Coords.insert(0, newHead)
```

```
def update(self):
    if self.direction == UP:
        newHead = {'x': self.Coords[HEAD]['x'], 'y': self.Coords[HEAD]['y'] - 1}
    elif self.direction == DOWN:
        newHead = {'x': self.Coords[HEAD]['x'], 'y': self.Coords[HEAD]['y'] + 1}
    elif self.direction == LEFT:
        newHead = {'x': self.Coords[HEAD]['x'] - 1, 'y': self.Coords[HEAD]['y']}
    elif self.direction == RIGHT:
        newHead = {'x': self.Coords[HEAD]['x'] + 1, 'y': self.Coords[HEAD]['y']}
    self.Coords.insert(0, newHead)

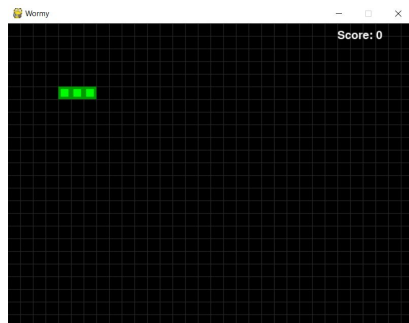
def remove_tail(self):
    del self.Coords[-1]

def update_remove_tail(self):
    self.update()
    self.remove_tail()

def hit_edge(self):
    if self.Coords[HEAD]['x'] == -1 or self.Coords[HEAD]['x'] == self.cell_width \
       or self.Coords[HEAD]['y'] == -1 or self.Coords[HEAD]['y'] == self.cell_height:
        return True
    else:
        return False

def hit_self(self):
    if self.Coords[HEAD] in self.Coords[1:]:
        return True
    else:
        return False
```

Show_worm



```
import pygame
from wormy_2020_func import *

def main():
    pygame.init()
    FPSLOCK = pygame.time.Clock()
    DISPLAYSURF = pygame.display.set_mode((WINDOWWIDTH, WINDOWHEIGHT))
    pygame.display.set_caption('Wormy')

    ## runGame_base(DISPLAYSURF, FPSLOCK)
    ## runGame_1(DISPLAYSURF, FPSLOCK)
    ## runGame_show_apple(DISPLAYSURF, FPSLOCK)
    runGame_show_worm(DISPLAYSURF, FPSLOCK)
    ## showGameOverScreen_base(DISPLAYSURF)

    ## while True:
    ##     runGame(DISPLAYSURF, FPSLOCK)
    ##     showGameOverScreen(DISPLAYSURF)

if __name__ == '__main__':
    main()
```

```
def runGame_show_apple(DISPLAYSURF, FPSLOCK):
    score = 0
    apple = Apple(CELLWIDTH, CELLHEIGHT, CELLSIZE)
    while True: # main game loop

        for event in pygame.event.get(): # event handling
            if event.type == QUIT:
                terminate()
            elif event.type == KEYDOWN:
                if event.key == K_LEFT:
                    score -= 1
                elif event.key == K_RIGHT:
                    score += 1
                elif event.key == K_UP:
                    score += 10
                elif event.key == K_DOWN:
                    score -= 10
            else:
                apple.update()

        DISPLAYSURF.fill(BGCOLOR)
        drawGrid(DISPLAYSURF)
        drawScore(score, DISPLAYSURF)
        apple.draw(DISPLAYSURF)
        pygame.display.update()
        FPSLOCK.tick(FPS)
```

```
def runGame_show_worm(DISPLAYSURF, FPSLOCK):
    worm = Worm(CELLWIDTH, CELLHEIGHT, CELLSIZE)

    while True: # main game loop
        if worm.hit_edge() or worm.hit_self():
            terminate()

        for event in pygame.event.get():
            if event.type == QUIT:
                terminate()
            elif event.type == KEYDOWN:
                if event.key == K_LEFT:
                    worm.direction = LEFT
                    worm.update_remove_tail()
                elif event.key == K_RIGHT:
                    worm.direction = RIGHT
                    worm.update_remove_tail()
                elif event.key == K_UP:
                    worm.direction = UP
                    worm.update_remove_tail()
                elif event.key == K_DOWN:
                    worm.direction = DOWN
                    worm.update_remove_tail()

        DISPLAYSURF.fill(BGCOLOR)
        drawGrid(DISPLAYSURF)
        worm.draw(DISPLAYSURF)
        drawScore(len(worm.Coords) - 3, DISPLAYSURF)
        pygame.display.update()
        FPSLOCK.tick(FPS)
```


show game over screen

```
import pygame
from wormy_2020_func import *

def main():
    pygame.init()
    FPSCLOCK = pygame.time.Clock()
    DISPLAYSURF = pygame.display.set_mode((WINDOWWIDTH, WINDOWHEIGHT))
    pygame.display.set_caption('Wormy')

    ## runGame_base(DISPLAYSURF, FPSCLOCK)
    ## runGame_1(DISPLAYSURF, FPSCLOCK)
    ## runGame_show_apple(DISPLAYSURF, FPSCLOCK)
    ## runGame_show_worm(DISPLAYSURF, FPSCLOCK)
    showGameOverScreen_base(DISPLAYSURF)

    ## while True:
    ##     runGame(DISPLAYSURF, FPSCLOCK)
    ##     showGameOverScreen(DISPLAYSURF)

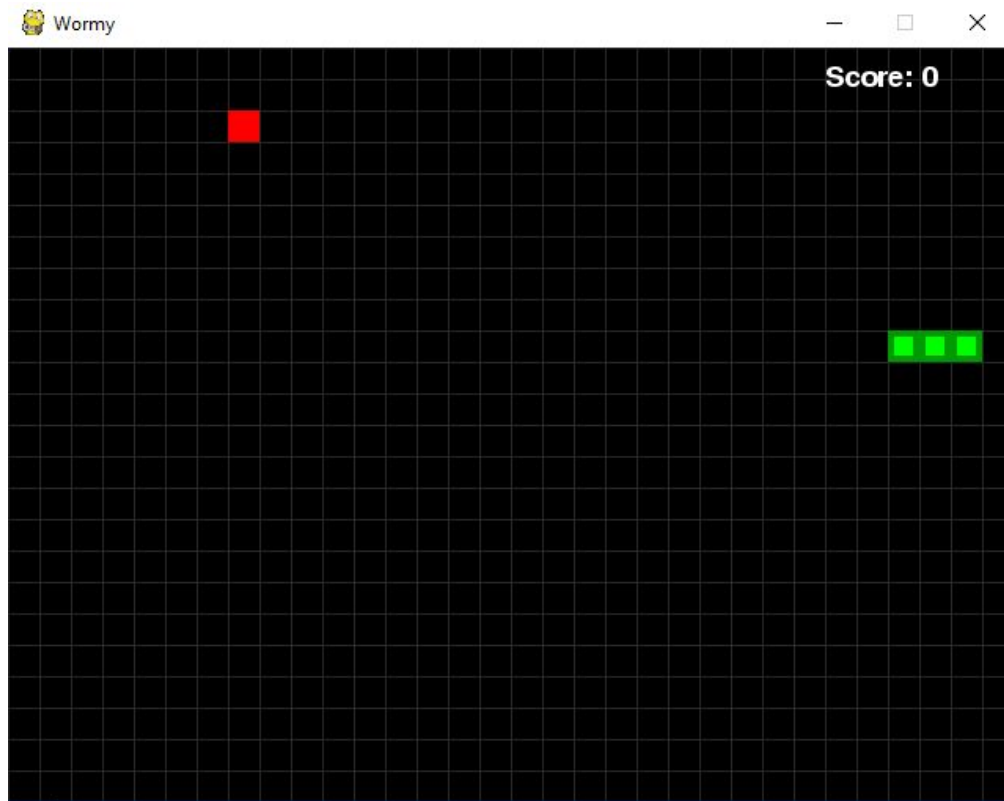
if __name__ == '__main__':
    main()
```



```
def showGameOverScreen_base(DISPLAYSURF):
    gameOverFont = pygame.font.Font('freesansbold.ttf', 100)
    gameSurf = gameOverFont.render('Game Over', True, WHITE)
    gameRect = gameSurf.get_rect()
    gameRect.midtop = (int(WINDOWWIDTH/2), int(WINDOWHEIGHT/2)-50)
    DISPLAYSURF.blit(gameSurf, gameRect)
    pygame.display.update()

    while True:
        for event in pygame.event.get(): # event handling loop
            if event.type == QUIT or event.type == KEYUP:
                terminate()
```

Finally



Final script: wormy_2020_main.py

```
import pygame
from wormy_2020_func import *

def main():

    pygame.init()
    FPSCLOCK = pygame.time.Clock()
    DISPLAYSURF = pygame.display.set_mode((WINDOWWIDTH, WINDOWHEIGHT))
    pygame.display.set_caption('Wormy')

    ##      runGame_base(DISPLAYSURF, FPSCLOCK)
    ##      runGame_1(DISPLAYSURF, FPSCLOCK)
    ##      runGame_show_apple(DISPLAYSURF, FPSCLOCK)
    ##      runGame_show_worm(DISPLAYSURF, FPSCLOCK)
    ##      showGameOverScreen_base(DISPLAYSURF)

    while True:
        runGame(DISPLAYSURF, FPSCLOCK)
        showGameOverScreen(DISPLAYSURF)

if __name__ == '__main__':
    main()
```

runGame

```
def runGame_show_worm(DISPLAYSURF, FPSCLOCK):
    worm = Worm(CELLWIDTH, CELLHEIGHT, CELLSIZE)

    while True: # main game loop
        if worm.hit_edge() or worm.hit_self():
            terminate()

        for event in pygame.event.get():
            if event.type == QUIT:
                terminate()
            elif event.type == KEYDOWN:
                if event.key == K_LEFT:
                    worm.direction = LEFT
                    worm.update remove tail()
                elif event.key == K_RIGHT:
                    worm.direction = RIGHT
                    worm.update remove tail()
                elif event.key == K_UP:
                    worm.direction = UP
                    worm.update remove tail()
                elif event.key == K_DOWN:
                    worm.direction = DOWN
                    worm.update remove tail()

    DISPLAYSURF.fill(BG_COLOR)
    drawGrid(DISPLAYSURF)
    worm.draw(DISPLAYSURF)
    drawScore(len(worm.Coords) - 3, DISPLAYSURF)
    pygame.display.update()
    FPSCLOCK.tick(FPS)
```

```
def runGame(DISPLAYSURF, FPSCLOCK):
    # Set a random start point.
    worm = Worm(CELLWIDTH, CELLHEIGHT, CELLSIZE)
    # Start the apple in a random place.
    apple = Apple(CELLWIDTH, CELLHEIGHT, CELLSIZE)

    while True: # main game loop
        if worm.hit_edge() or worm.hit_self():
            return

        for event in pygame.event.get(): # event handling loop
            if event.type == QUIT:
                terminate()
            elif event.type == KEYDOWN:
                if (event.key == K_LEFT) and worm.direction != RIGHT:
                    worm.direction = LEFT
                elif (event.key == K_RIGHT) and worm.direction != LEFT:
                    worm.direction = RIGHT
                elif (event.key == K_UP) and worm.direction != DOWN:
                    worm.direction = UP
                elif (event.key == K_DOWN) and worm.direction != UP:
                    worm.direction = DOWN

        worm.update()

        # check if worm has eaten an apple
        if worm.Coords[HEAD] == apple.Coord:
            apple.update()
        else:
            worm.remove_tail() # remove worm's tail segment

    DISPLAYSURF.fill(BG_COLOR)
    drawGrid(DISPLAYSURF)
    worm.draw(DISPLAYSURF)
    apple.draw(DISPLAYSURF)
    drawScore(len(worm.Coords) - 3, DISPLAYSURF)
    pygame.display.update()
    FPSCLOCK.tick(FPS)
```

show game over screen

```
def showGameOverScreen_base(DISPLAYSURF):  
    gameOverFont = pygame.font.Font('freesansbold.ttf', 100)  
    gameSurf = gameOverFont.render('Game Over', True, WHITE)  
    gameRect = gameSurf.get_rect()  
    gameRect.midtop = (int(WINDOWWIDTH/2), int(WINDOWHEIGHT/2)-50)  
    DISPLAYSURF.blit(gameSurf, gameRect)  
    pygame.display.update()  
  
    while True:  
        for event in pygame.event.get(): # event handling loop  
            if event.type == QUIT or event.type == KEYUP:  
                terminate()
```

```
def showGameOverScreen(DISPLAYSURF):  
    gameOverFont = pygame.font.Font('freesansbold.ttf', 100)  
    gameSurf = gameOverFont.render('Game Over', True, WHITE)  
    gameRect = gameSurf.get_rect()  
    gameRect.midtop = (int(WINDOWWIDTH/2), int(WINDOWHEIGHT/2)-50)  
    DISPLAYSURF.blit(gameSurf, gameRect)  
    pygame.display.update()  
  
    while True:  
        for event in pygame.event.get(): # event handling loop  
            if event.type == QUIT:  
                terminate()  
            elif event.type == KEYUP:  
                return
```

Q&A