

# 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]  
}
```

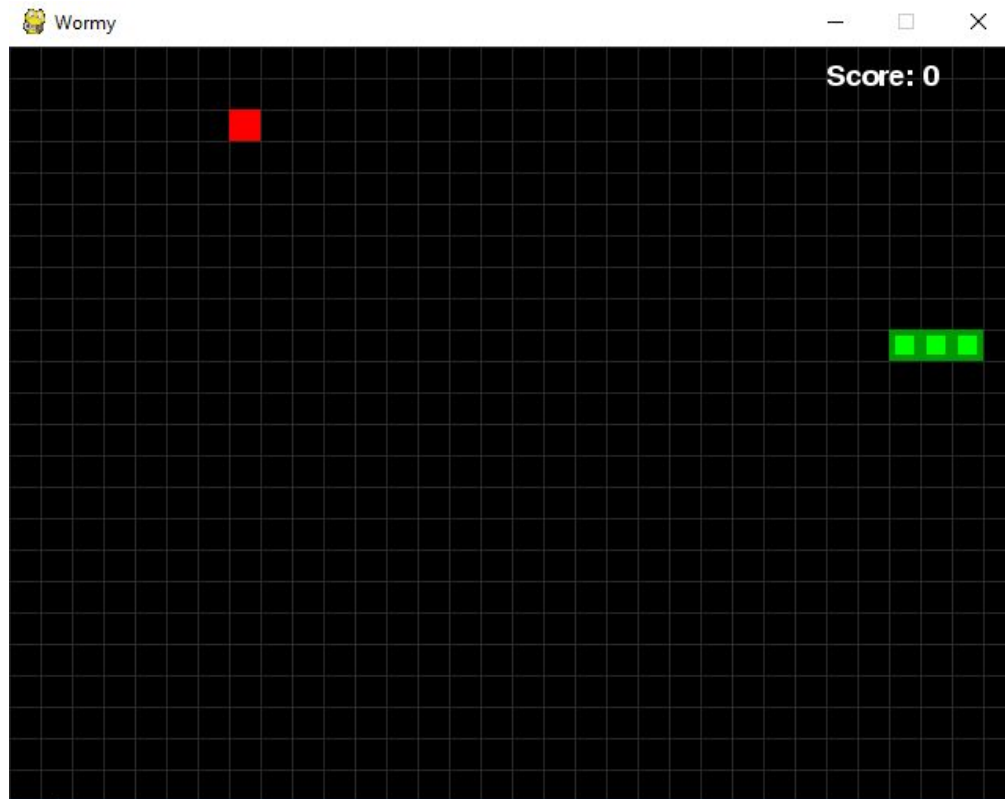
```
print(apple)
```

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

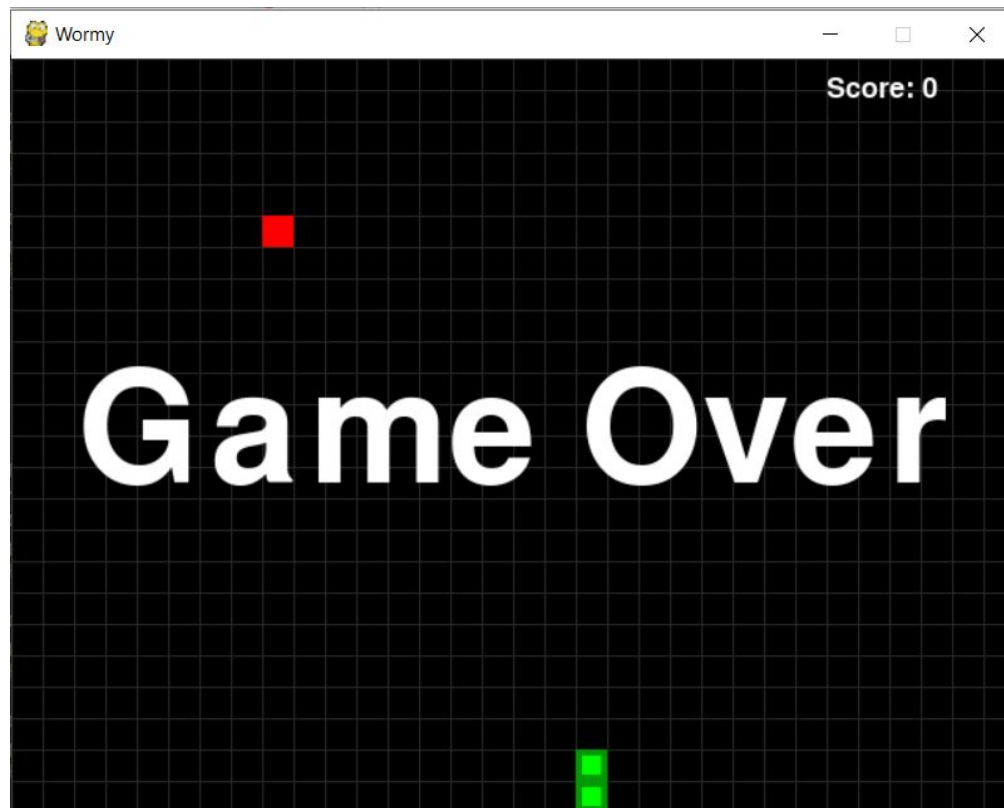
```
print(apple['color'][1])
```

# Game rules

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



# Game over



# Grid

Window width

Cell size

Window height



# Main and func python script

## wormy\_main.py

```
import pygame
from wormy_2020_func_2 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)

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

## wormy\_function.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)
YELLOW     = ( 255, 255,   0)
DARKYELLOW = ( 155, 155,   0)
BGCOLOR = BLACK

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

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

# wormy\_function.py

## 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
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)
YELLOW     = ( 255, 255,   0)
DARKYELLOW = ( 155, 155,   0)
BGCOLOR = BLACK

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

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



# wormy\_function continue

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

def drawScore(score, DISPLAYSURF):
    BASICFONT = pygame.font.Font(pygame.font.get_default_font(), 18)
    scoreSurf = BASICFONT.render(f'Score: {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))

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

# wormy\_main.py

```
import pygame
from wormy_2020_func_2 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)

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

# Wormy\_2020\_func.py: runGame\_1

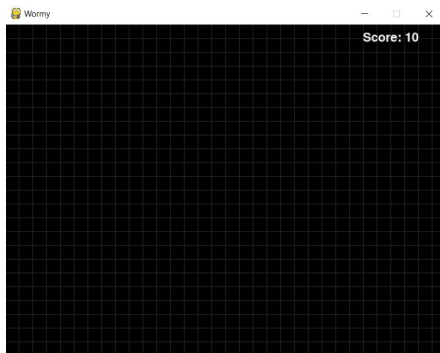
```
import pygame
from wormy_2020_func import *
```

```
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
---	---	---	---	---



# runGame\_apple\_worm

```
def runGame_apple_worm(DISPLAYSURF, FPSCLOCK):
    score = 0
    apple = Apple(CELLWIDTH, CELLHEIGHT, CELLSIZE)
    worm = Worm(CELLWIDTH, CELLHEIGHT, CELLSIZE)
    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
                else:
                    apple.update()
        DISPLAYSURF.fill(BGCOLOR)
        drawGrid(DISPLAYSURF)
        drawScore(score, DISPLAYSURF)
        apple.draw(DISPLAYSURF)
        worm.draw(DISPLAYSURF)
        pygame.display.update()
        FPSCLOCK.tick(FPS)
```

```
import pygame
from wormy_2021_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_apple_worm(DISPLAYSURF, FPSCLOCK)

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

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

# Worm class (cont)

```
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']}
```

```
def draw(self, displaysurf):
    for coord in self.Coords:
        x = coord['x'] * self.cell_size
        y = coord['y'] * self.cell_size
        wormSegmentRec = pygame.Rect(x, y, self.cell_size, self.cell_size)
        pygame.draw.rect(displaysurf, self.color_outside, wormSegmentRec)
        wormInnerSegmentRect = pygame.Rect(x + 4, y + 4, self.cell_size - 8, self.cell_size - 8)
        pygame.draw.rect(displaysurf, self.color_inside, 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 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
```

# runGame\_apple\_worm\_update

```
def runGame_apple_worm_update(DISPLAYSURF, FPCLOCK):
    score = 0
    apple = Apple(CELLWIDTH, CELLHEIGHT, CELLSIZE)
    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 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()

        if worm.Coords[HEAD] == apple.Coord:
            apple.update()
        else:
            worm.remove_tail()

    DISPLAYSURF.fill(BG_COLOR)
    drawGrid(DISPLAYSURF)
    drawScore(len(worm.Coords)-3, DISPLAYSURF)
    apple.draw(DISPLAYSURF)
    worm.draw(DISPLAYSURF)
    pygame.display.update()
    FPCLOCK.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(pygame.font.get_default_font(), 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()
```

# Put them together

```
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(DISPLAYSURF):
    gameOverFont = pygame.font.Font(pygame.font.get_default_font(), 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
```

```
def runGame_apple_worm_update(DISPLAYSURF, FPSCLOCK):
    score = 0
    apple = Apple(CELLWIDTH, CELLHEIGHT, CELLSIZE)
    worm = Worm(CELLWIDTH, CELLHEIGHT, CELLSIZE)
    while True: # main game loop
        if worm.hit_edge() or worm.hit_self():
            return

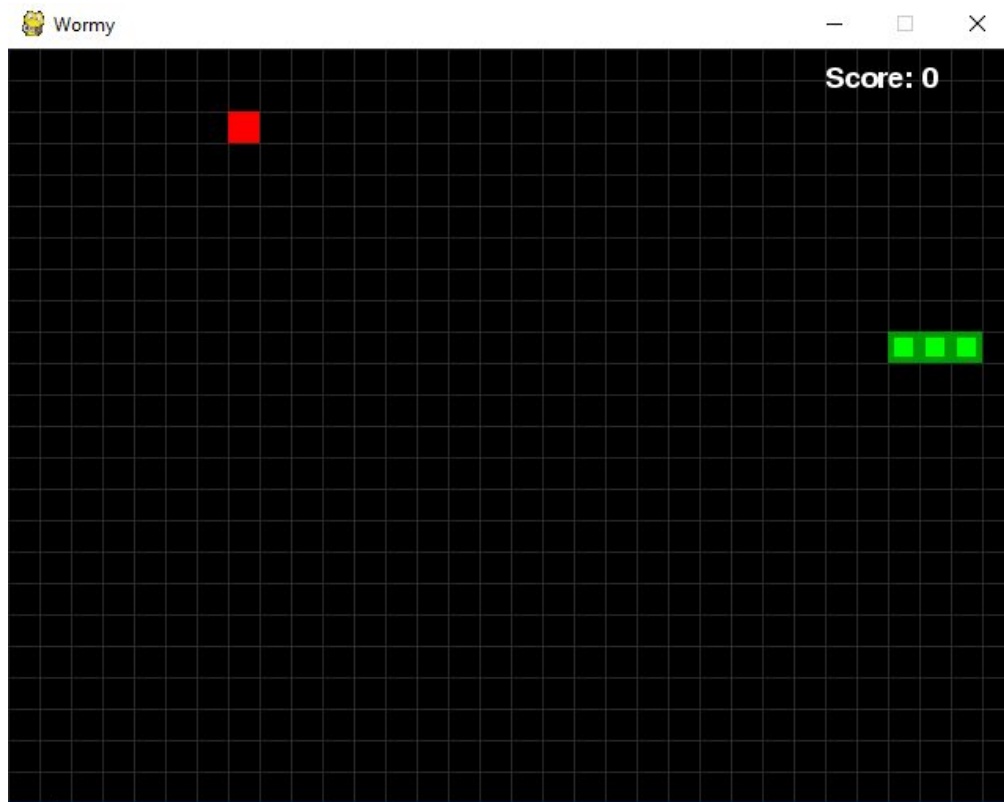
        for event in pygame.event.get():
            if event.type == QUIT:
                terminate()
            elif event.type == KEYDOWN:
                if event.key == K_LEFT and worm.direction != RIGHT:
                    worm.direction = LEFT
                elif event.key == K_RIGHT and worm.direction != 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()

        if worm.Coords[HEAD] == apple.Coord:
            apple.update()
        else:
            worm.remove_tail()

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

# Finally



# Updates

```
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
```



# Optimize worm class

```
class Worm(object):
    def __init__(self, cell_width, cell_height, cell_size, \
        color_outside=DARKGREEN, color_inside=GREEN):
        self.cell_width = cell_width
        self.cell_height = cell_height
        self.cell_size = cell_size
        self.color_outside = color_outside
        self.color_inside = color_inside
        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, self.color_outside, wormSegmentRect)
            wormInnerSegmentRect = pygame.Rect(x + 4, y + 4, \
                self.cell_size - 8, self.cell_size - 8)
            pygame.draw.rect(DISPLAYSURF, self.color_inside, wormInnerSegmentRect)

    def change_direction(self, direction):
        if (direction in [UP, DOWN] and self.direction in [LEFT, RIGHT]) \
            or (direction in [LEFT, RIGHT] and self.direction in [UP, DOWN]):
            self.direction = direction
```

```
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

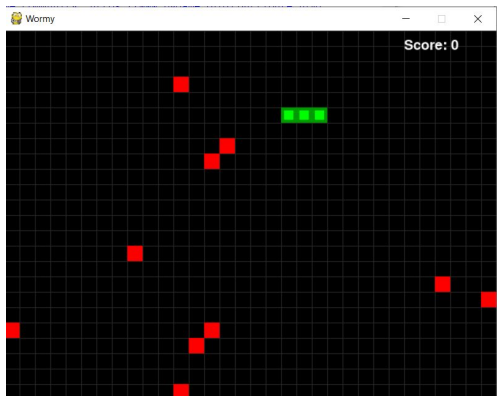
        for event in pygame.event.get(): # event handling loop
            if event.type == QUIT:
                terminate()
            elif event.type == KEYDOWN:
                if event.key == K_LEFT:
                    worm.change_direction(LEFT)
                elif event.key == K_RIGHT:
           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

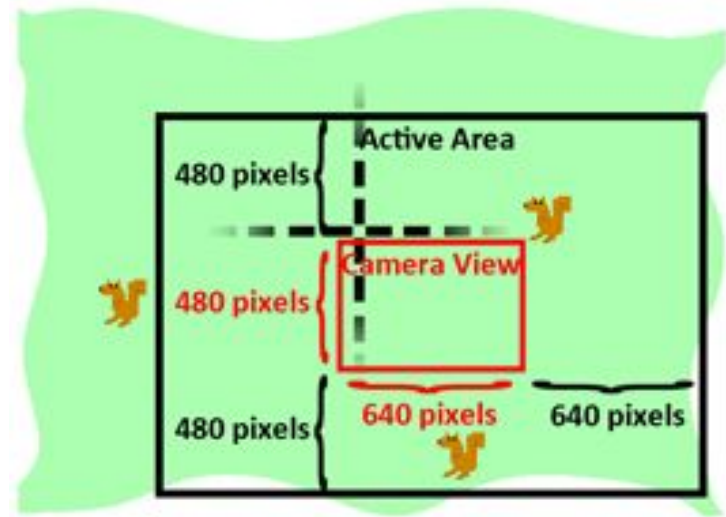
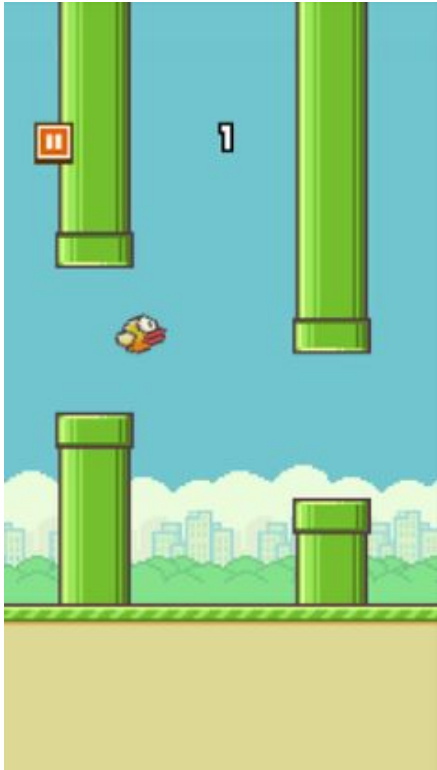
## Add multiple apples



```
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)  
        runGame_multi_apple(DISPLAYSURF, FPSLOCK, 10)  
        ## runGame_camera_move(DISPLAYSURF, FPSLOCK, 100)  
        ## runGame_camera_move_multiple_apple_worm(DISPLAYSURF, FPSLOCK, 100)  
        showGameOverScreen(DISPLAYSURF)
```

```
def runGame_multi_apple(DISPLAYSURF, FPSLOCK, num_apple):  
    worm = Worm(CELLWIDTH, CELLHEIGHT, CELLSIZE)  
    apples = [Apple(CELLWIDTH, CELLHEIGHT, CELLSIZE) for i in range(num_apple)]  
  
    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:  
                    worm.change_direction(LEFT)  
                elif event.key == K_RIGHT:  
                    worm.change_direction(RIGHT)  
                elif event.key == K_UP:  
                    worm.change_direction(UP)  
                elif event.key == K_DOWN:  
                    worm.change_direction(DOWN)  
  
        worm.update()  
  
        # check if worm has eaten an apply  
        apple_bite = False  
        for i in range(len(apples)-1, -1, -1):  
            apple = apples[i]  
            if worm.Coords[HEAD] == apple.Coord:  
                del apples[i]  
                apple_bite = True  
                break  
        if not apple_bite:  
            worm.remove_tail()  
  
        DISPLAYSURF.fill(BGCOLOR)  
        drawGrid(DISPLAYSURF)  
        worm.draw(DISPLAYSURF)  
  
        for apple in apples:  
            apple.draw(DISPLAYSURF)
```

# Moving camera

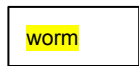




$(-cell\_width, -cell\_height)$

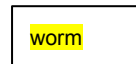
$(2*cell\_width, 0)$

Game window



$(0,0)$

$(cell\_width, 0)$

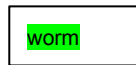


slack



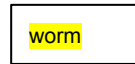
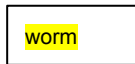
slack

(center)



$(0, cell\_height)$

$(cell\_width, cell\_height)$



$(0, 2*cell\_height)$

$(2*cell\_width, 2*cell\_height)$

# Apple\_sub class

```
class Apple_sub(Apple):
    def update(self):
        self.Coord = {'x': random.randint(-self.cell_width, 2 * self.cell_width - 1), \
                      'y': random.randint(-self.cell_height, 2* self.cell_height - 1)}

    def adjust_coord(self, adjust_x, adjust_y):
        self.Coord['x'] -= adjust_x
        self.Coord['y'] -= adjust_y

    def is_outside(self, window):
        if self.Coord['x'] < window['left'] or self.Coord['x'] >= window['right'] \
           or self.Coord['y'] < window['bottom'] or self.Coord['y'] >= window['top']:
            return True
        return False

    def inside_camera(self, camera):
        if self.Coord['x'] >= camera['left'] and self.Coord['x'] < camera['right'] \
           and self.Coord['y'] >= camera['bottom'] and self.Coord['y'] < camera['top']:
            return True
        return False
```

# Worm\_sub class

```
class Worm_sub(Worm):
    def __init__(self, cell_width, cell_height, cell_size, color_outside, color_inside, \
                  slack, random_position=False):
        super().__init__(cell_width, cell_height, cell_size, color_outside, color_inside)
        self.slack = slack
        if not random_position:
            startx = int(cell_width/2)
            starty = int(cell_height/2)
        else:
            startx = random.randint(-self.cell_width, 2 * self.cell_width - 1)
            starty = random.randint(-self.cell_height, 2 * self.cell_height - 1)

        self.Coords = [{'x': startx, 'y': starty},
                       {'x': startx - 1, 'y': starty},
                       {'x': startx - 2, 'y': starty}]
        self.adjust_coord(0, 0)

    def calc_adjust_coord(self):
        def calc_adjust(header, camera_center, slack):
            adjust = 0
            dist = header - camera_center
            if abs(dist) > slack:
                adjust = abs(dist) - slack
            return adjust if dist > 0 else -adjust

        adjust_x = calc_adjust(self.Coords[0]['x'], int(self.cell_width/2), self.slack)
        adjust_y = calc_adjust(self.Coords[0]['y'], int(self.cell_height/2), self.slack)
        self.adjust_coord(adjust_x, adjust_y)

    return adjust_x, adjust_y

    def adjust_coord(self, adjust_x, adjust_y):
        for i in range(len(self.Coords)):
            self.Coords[i]['x'] -= adjust_x
            self.Coords[i]['y'] -= adjust_y
```

## Worm\_sub class (cont)

```
def is_outside(self, window):
    for Coord in self.Coords:
        if Coord['x'] < window['left'] or Coord['x'] >= window['right'] \
           or Coord['y'] < window['bottom'] or Coord['y'] >= window['top']:
            return True
    return False

def update_eat_apple(self, apples):
    self.update()
    apple_bite = False
    for i in range(len(apples)-1, -1, -1):
        apple = apples[i]
        if self.Coords[HEAD] == apple.Coord:
            del apples[i]
            apple_bite = True
            break
    if apple_bite==False:
        self.remove_tail()

def inside_camera(self, camera):
    for Coord in self.Coords:
        if Coord['x'] >= camera['left'] and Coord['x'] < camera['right'] \
           and Coord['y'] >= camera['bottom'] and Coord['y'] < camera['top']:
            return True
    return False

def hit(self, eneny_worm):
    for e_coord in eneny_worm.Coords:
        for coord in self.Coords:
            if e_coord == coord:
                return True
    return False

def change_direction_update_eat_apple_calc_adjust(self, direction, apples):
    self.change_direction(direction)
    self.update_eat_apple(apples)
    return self.calc_adjust_coord()
```

# runGame\_camera\_move

```
def runGame_camera_move(DISPLAYSURF, FPSLOCK, num_apple):
```

```
    slack = 8
    worm = Worm_sub(CELLWIDTH, CELLHEIGHT, CELLSIZE, DARKGREEN, GREEN, slack)
    apples = [Apple_sub(CELLWIDTH, CELLHEIGHT, CELLSIZE) for _ in range(num_apple)]
    window = {'left': -CELLWIDTH, 'right': 2 * CELLWIDTH, \
              'bottom': -CELLWIDTH, 'top': 2 * CELLHEIGHT }
    camera = {'left': 0, 'right': CELLWIDTH, \
              'bottom': 0, 'top': CELLHEIGHT }
```

```
    while True: # main game loop
```

```
        adjust_x, adjust_y = 0, 0
        for i in range(len(apples)-1, -1, -1):
            if apples[i].is_outside(window):
                del apples[i]
        while len(apples) < num_apple:
            apple = Apple_sub(CELLWIDTH, CELLHEIGHT, CELLSIZE)
            if not apple.inside_camera(camera):
                apples.append(apple)
```

```
        for event in pygame.event.get(): # event handling loop
```

```
            if event.type == QUIT:
                terminate()
            elif event.type == KEYDOWN:
                if event.key == K_LEFT:
                    adjust_x, adjust_y = worm.change_direction_update_eat_apple_calc_adjust(LEFT, apples)
                elif event.key == K_RIGHT:
                    adjust_x, adjust_y = worm.change_direction_update_eat_apple_calc_adjust(RIGHT, apples)
                elif event.key == K_UP:
                    adjust_x, adjust_y = worm.change_direction_update_eat_apple_calc_adjust(UP, apples)
                elif event.key == K_DOWN:
                    adjust_x, adjust_y = worm.change_direction_update_eat_apple_calc_adjust(DOWN, apples)
```

```
        DISPLAYSURF.fill(BGCOLOR)
        drawGrid(DISPLAYSURF)
        worm.draw(DISPLAYSURF)
```

```
        for apple in apples:
            apple.adjust_coord(adjust_x, adjust_y)
            apple.draw(DISPLAYSURF)
```

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

```
def runGame_multi_apple(DISPLAYSURF, FPSLOCK, num_apple):
```

```
    worm = Worm(CELLWIDTH, CELLHEIGHT, CELLSIZE)
    apples = [Apple(CELLWIDTH, CELLHEIGHT, CELLSIZE) for i in range(num_apple)]
```

```
    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:
                    worm.change_direction(LEFT)
                elif event.key == K_RIGHT:
                    worm.change_direction(RIGHT)
                elif event.key == K_UP:
                    worm.change_direction(UP)
                elif event.key == K_DOWN:
                    worm.change_direction(DOWN)
```

```
        worm.update()
```

```
        # check if worm has eaten an apple
        apple_bite = False
        for i in range(len(apples)-1, -1, -1):
            apple = apples[i]
            if worm.Coords[HEAD] == apple.Coord:
                del apples[i]
                apple_bite = True
                break
        if not apple_bite:
            worm.remove_tail()
```

```
        DISPLAYSURF.fill(BGCOLOR)
        drawGrid(DISPLAYSURF)
        worm.draw(DISPLAYSURF)
```

```
        for apple in apples:
            apple.draw(DISPLAYSURF)
```

# Main function

```
def main():

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

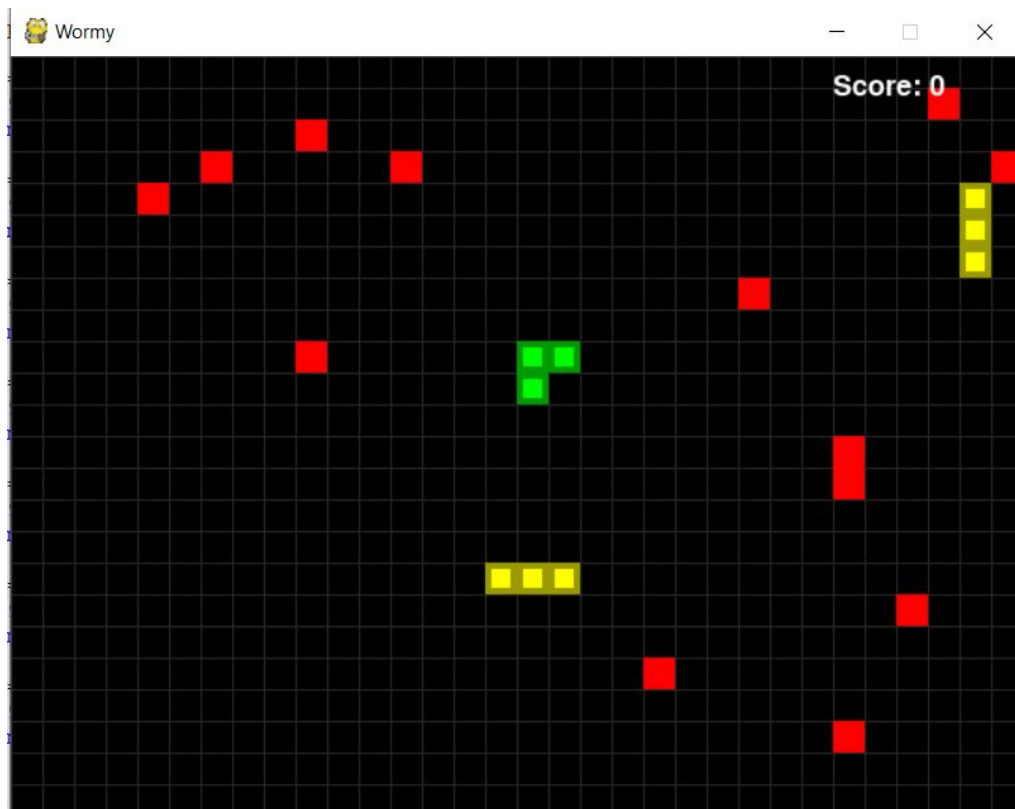
    ##      runGame_base(DISPLAYSURF, FPSCLOCK)
    ##      runGame_1(DISPLAYSURF, FPSCLOCK)
    ##      runGame_show_apple(DISPLAYSURF, FPSCLOCK)
    ##      runGame_show_worm(DISPLAYSURF, FPSCLOCK)
    ##      showGameOverScreen_base(DISPLAYSURF)

    while True:
        ##      runGame(DISPLAYSURF, FPSCLOCK)
        ##      runGame_multi_apple(DISPLAYSURF, FPSCLOCK, 10)
        ##      runGame_camera_move(DISPLAYSURF, FPSCLOCK, 100)
        ##      runGame_camera_move_multipe_apple_worm(DISPLAYSURF, FPSCLOCK, 100)
        ##      showGameOverScreen(DISPLAYSURF)

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



# multiple\_apple\_worm\_moving\_camera



# Main function

```
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)
        ##      runGame_multi_apple(DISPLAYSURF, FPSCLOCK, 10)
        ##      runGame_camera_move(DISPLAYSURF, FPSCLOCK, 100)
        runGame_camera_move_multipe_apple_worm(DISPLAYSURF, FPSCLOCK, 100)
        showGameOverScreen(DISPLAYSURF)
```



```

def runGame_camera_move_multiple_apple_worm(DISPLAYSURF, FPSLOCK, num_apple):
    # Set a random start point.
    slack = 8
    num_worm = 20
    count = 0
    worm = Worm_sub(CELLWIDTH, CELLHEIGHT, CELLSIZE, DARKGREEN, GREEN, slack)
    enemy_worms = [Worm_sub(CELLWIDTH, CELLHEIGHT, CELLSIZE, DARKYELLOW, YELLOW, slack, True) for _ in range(num_worm)]
    apples = [Apple_sub(CELLWIDTH, CELLHEIGHT, CELLSIZE) for _ in range(num_apple)]

    window = {'left': -CELLWIDTH, 'right': 2 * CELLWIDTH, \
              'bottom': -CELLWIDTH, 'top': 2 * CELLHEIGHT }
    camera = {'left': 0, 'right': CELLWIDTH, \
              'bottom': 0, 'top': CELLHEIGHT }

    while True: # main game loop
        count += 1
        adjust_x, adjust_y = 0, 0

        for i in range(len(apples)-1, -1, -1):
            if apples[i].is_outside(window):
                del apples[i]
        while len(apples) < num_apple:
            apple = Apple_sub(CELLWIDTH, CELLHEIGHT, CELLSIZE)
            if not apple.inside_camera(camera):
                apples.append(apple)

        for i in range(len(enemy_worms)-1, -1, -1):
            if enemy_worms[i].is_outside(window):
                del enemy_worms[i]
        while len(enemy_worms) < num_worm:
            w = Worm_sub(CELLWIDTH, CELLHEIGHT, CELLSIZE, DARKYELLOW, YELLOW, slack, True)
            if not w.inside_camera(camera):
                enemy_worms.append(w)

```

```

for event in pygame.event.get(): # event handling loop
    if event.type == QUIT:
        terminate()
    elif event.type == KEYDOWN:
        if event.key == K_LEFT:
            adjust_x, adjust_y = worm.change_direction_update_eat_apple_calc_adjust(LEFT, apples)
        elif event.key == K_RIGHT:
            adjust_x, adjust_y = worm.change_direction_update_eat_apple_calc_adjust(RIGHT, apples)
        elif event.key == K_UP:
            adjust_x, adjust_y = worm.change_direction_update_eat_apple_calc_adjust(UP, apples)
        elif event.key == K_DOWN:
            adjust_x, adjust_y = worm.change_direction_update_eat_apple_calc_adjust(DOWN, apples)

DISPLAYSURF.fill(BG_COLOR)
drawGrid(DISPLAYSURF)
worm.draw(DISPLAYSURF)

for apple in apples:
    apple.adjust_coord(adjust_x, adjust_y)
    apple.draw(DISPLAYSURF)

for w in enemy_worms:
    if worm.hit(w):
        return
    if not count % 10:
        w.change_direction(random.choice([LEFT, RIGHT, UP, DOWN]))
    w.update_remove_tail()
    w.adjust_coord(adjust_x, adjust_y)
    w.draw(DISPLAYSURF)

drawScore(len(worm.Coords) - 3, DISPLAYSURF)
pygame.display.update()
FPSLOCK.tick(FPS)

```