

FRUIT GAME



click on fruit, I get pts for it.

game ends when 20 fruits fall below screen

game loop

events:

quit

mouseclick:

loop fruit:

if clickpos in fruit:


mypoints +=

remove fruit list

Update pos fruit

remove useless fruit

add 1 to counter dropped fruit

pics = [, , , ]

fruit { [100, 200, 1, 2, 3],

[300, 100, -2, 3, 1] } → straw

[206, 87, -1, 1, 2] } → straw

[500, 300, 1, 1, 1] }

pts = [50, 75, 100, 150]

for f in fruit:

if hit(f, event.pos, pics):

score += pts[f[4]]

fruit.remove(f)

event.pos

210, 100