

OOP Python 6/15/26

Sushi Game

sushi detos
↓ ↓
lives: 3
points: 100

highscore list

← Cat →

2 classes:

Obj → sushi, detos

Player → cat (movement) different

event (entering name)

keydown event

54 events

if keypressed == K_UP:

Old and, if you each fall

'A' - 'Z'

'a' - 'z'

backspace

enter

if keypressed == K_DOWN:

buffer:

" "
"A"
"Ar"

"A"
"Am"
"Amo"
"Amol"

hit enter commit name

① event.unicode will return the Ascii value of key hit.

② Ascii values 'A' to 'Z' are contiguous, same for 'a' to 'z'.

if event.unicode $\geq$ 'A' and
event.unicode $\leq$ 'Z':

buffer = buffer + chr(event.unicode)

X = X + 1
and

X += 1
are
the
same