

Pygame A Assignment - Bouncing Ball Edit

In class you saw a demo in pyGame with movement:

a) Bouncing Ball - which displayed a ball bouncing in a window, following the law of reflection.

For this assignment, you'll edit the bouncing ball program. Please try to complete at least 2 of these 5 parts. If you finish two before the end of the day, please continue to finish more of them.

Edit A – Adjusting Speed, Position, Color

Adjust the speed, initial moving direction and color of the ball as you see fit. Arrive at a version that you enjoy the most after trying several out.

Edit B - Two Balls

Edit your code so that there are two balls of the same size with two different colors. Have the balls moving at different speeds but bouncing around. Don't worry about intersections, just let them happen.

Edit C – Bouncing Off Other Shapes

Instead of bouncing off the wall, simulate bouncing off other shapes, such as circles and rectangles placed around the screen. Feel free to make the behavior as accurate or crazy as you want.

Edit D – Keyboard Input

Make your program interactive by having keyboard input affect something about the ball, i.e. its position, velocity, etc. What if the user presses two keys at the same time?