

Pygame Assignment – Rain Edit

In class you saw two examples:

(1) rain.py

(2) rain2.py

In the first, rain is simulated as many circles dropping from the sky, which “flash” because every time the circles are drawn, a random color is assigned to them.

In the second, a raindrop image is used instead of circles dropping from the sky to simulate rain.

For this assignment edit both of these files in ways you see fit. Please submit a minimum of two files:

(1) rain_edit.py (Your edit of rain.py)

(2) rain2_edit.py (Your edit of rain2.py)

Here are some examples of what you can do:

rain.py

1. Adjust the frequency, speed or direction of the raindrops.
2. Assign each individual drop a color and draw that drop the same color the whole way through the simulation.
3. Add some sort of sound to the simulation.
4. Add a graphic of clouds or lightning or anything else you see fit to the scene.

rain2.py

1. Use a different image.
2. Look up how to scale an image and make the drop used in the image smaller.
3. Add some sort of sound to the simulation.
4. Add a graphic of clouds or lightning or anything else you see fit to the scene.
5. Make the rain uniformly “slanty.”
6. Add an umbrella to the scene and have raindrops that hit the umbrella disappear! (This is more challenging.)

