COP 2930 - Introduction to Computing
pyGame Keyboard Input - Suggested Exercises

Objectives:
1. Practice using pyGame to utilize key events.

In class you saw a demo for both movement of one ball and another demo for tennis practice. For these exercises, you'll edit these examples.

1) For the movement demo, pick two special keys, if the user presses one of the keys have the ball move to some specified location that you've chosen. If the user presses the other key, move the ball to the "opposite" location. Thus, if it's close to the top right corner, move it close to the bottom left, and vice versa. If it's close to the top left corner, move it to the bottom right corner, and vice versa.

2) For the tennis example, change the wait between frames to be the same, but randomly assign the dx variable for each new tennis ball randomly within some range. Have the user's score be based on how fast each ball she hits is going.

3) For the tennis example, don't end the game after the user misses one ball. Let the user have 3 lives. If the user hits 5 balls in a row, they get another life. End the game when the user runs out of lives. You may assign the score as you see fit.