

COP 2930 - Introduction to Computing

pyGame Mouse Input - Suggested Exercises

Objectives:

1. Practice using pyGame to utilize mouse events.

In class you saw a demo for the fruit game, where the user gets points for clicking on fruit dropping on the screen. Question #1 will be an edit to the fruit game while the last two will be separate exercises.

- 1) To make the game easier, let's say that a mouse click will capture any fruit with a center that is 150 pixels or fewer from the mouse click. To solve this, you must first calculate the center of each fruit's picture, and then apply the distance formula.
- 2) Write a program that, when the user click's a square that you've drawn on the screen, removes the square and reveals some sort of visual surprise!
- 3) Write a program that, each time the user clicks a point on the screen, draws a random circle centered at that point. Randomize both the radius and color of the circle.