COP 2930 - Introduction to Computing
pyGame Movement - Suggested Exercises

Objectives:
   1. Practice using pyGame to show movement of objects.

In class you saw a demo of five bouncing balls, which utilize lists. Each of these exercises will have you edit that code.

1) For each ball, count how many times it bounces off a wall. When a ball bounces of a wall 10 times, remove it from the screen.

2) Instead of having a ball bounce off the screen, have it wrap around appropriately.

3) Have the five balls, instead of starting in random places, each start at the left side of the screen, with an initial velocity moving right (and not up or down at all), like a race. Randomly change the speed of each ball at various times to simulate a race!