**Intro to Python**

**Exercise : Dodgeball**

**Challenge**

Change the colors of objects to represent a theme.

**Suggestion**

In `DodgeballDisplay` the `__init__` method defines several colors. A color is a collection of 3 numbers that represent how much red, green and blue you want in the color. The numbers have to be in the range of 0 to 255.

You can add new color definitions by adding new lines like this:

```python
self.player_color = (128, 50, 200)
```

Be sure to keep the same indentation as the other lines, and be sure to put it before the `return` statement.

To use the new color, you need to find where a shape is drawn. Currently, that is in the `draw` method of `DodgeballDisplay`. Change the `self.magenta` to `self.player_color` like this:

```python
self.drawRectangle(surface, x, y, w, h, self.player_color, 0)
```

You could do a similar operation for the ball color.