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.