Intro to Python

Exercise: Dodgeball

Challenge

Modify the speed that the player moves.

Suggestion

In `DodgeballData` the `evolve` method describes what happens every time step in the game. When the user is holding down an arrow key, then the player is moved by \(1\) pixel. You should be able to see the number \(1\) in the code, with the 4 `move` functions.

If you want the player to move faster, you can change that number.

Better Suggestion

A better way to accomplish this task is to modify the `DodgeballPlayer.py` to add a speed variable to the player.

In the `__init__` method of `DodgeballPlayer` add a variable `self.speed` and set it to the desired value.

In each of the `move` methods of `DodgeballPlayer`, remove the parameter `dx` or `dy`. Then in the statement that modifies `self.x` or `self.y` replace `dx` or `dy` with `self.speed`.

Finally, back in `DodgeballData.py`, remove the number from the calls to the `move` methods.

Now, your speed can be changed in one place.