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.