Matching Puzzle Game

Changing Colors

The tiles, the foundation, the background, and the text on the screen all have configurable colors. All you need to do is edit the color values to make them change.

PyGame Colors

In pygame, colors are represented as three numbers: one each for red, green and blue. You can use a site like colorpicker.com to find the R, G, B values of colors you want to use, or you can make up your own. Just remember that the numbers must be from 0-255.

The color black is (0, 0, 0). The color white is (255, 255, 255). Red is (255, 0, 0). You figure out the rest.

Puzzle Game Color Locations

Most of the colors are assigned in PuzzleData.py, in the __init__ method. If you look in Tile.py’s and Foundation.py’s __init__ methods, you’ll find a few more.

Edit the colors, then run the program again to see your changes in action. Can you choose colors that look good together?