Matching Puzzle Game

You must first complete the start menu tutorial before working on this one.

End Game Menu

When the game is over, let's allow the user to restart the game, or to go back to the start menu. We'll do this by replacing the quit option at the end of the game with restart and menu options.

Changing the End of Game Display

Inside PuzzleData.py's drawGameOver method, display the end of game menu by replacing the code that draws the quit message with this code.

```python
self.drawTextCenter(surface, "You Win!", self.text_color, self.width/2, self.font_height, self.font)
self.drawTextCenter(surface, "Restart (r)", self.text_color, self.width/2, 2*self.font_height, self.font2)
self.drawTextCenter(surface, "Menu (m)", self.text_color, self.width/2, 3*self.font_height, self.font2)
```

Keep the drawGame call that is already there.

Handling User Choices

Now we need to handle the user's new choices. We must do this in the evolveGameOver method of PuzzleData.py. Replace the q handling code with this code.

```python
if pygame.K_r in newkeys:    
    self.newGame() 
    self.mode = MODE_PLAYING 
elif pygame.K_m in newkeys: 
    self.mode = MODE_START_MENU 
```

Now you can run the program and see the end of game menu.

Run the program several times. Check that restart does restart the game, and that the menu choice does go back to the start menu, and the user can proceed through settings or starting a game from that menu.