Matching Puzzle Game

Start Menu

Instead of launching right into the game, we’ll change the application to have a start menu before the game begins.

In this menu, the user can choose to play the game, or to quit the application.

Displaying the Start Menu

Inside `PuzzleData.py`’s `drawStartMenu` method, display the menu choices with this code:

```python
self.drawBackground(surface)
self.drawTextCenter(surface, "Play Game (p)", self.text_color,
                      self.width/2, self.font_height, self.font)
self.drawTextCenter(surface, "Quit (q)", self.text_color,
                      self.width/2, 2*self.font_height, self.font)
```

Now, make the menu drawing code be called if the game is in the menu mode, by adding this code to the `draw` method of `PuzzleData.py`.

```python
elif self.mode == MODE_START_MENU:
    self.drawStartMenu(surface)
```

Add this after the if, but before the else statements. Look at the code in `draw` to be sure that the pattern looks correct after you add this code.

Handling User Choices

When the menu is displayed, we want the user to type a `p` to play, or a `q` to quit. We must handle the use input in the `evolveStartMenu` method of `PuzzleData.py`.

```python
if pygame.K_p in newkeys:
    self.newGame()
    self.mode = MODE_PLAYING
elif pygame.K_q in newkeys:
    self.mode = MODE_QUIT
```

Notice that this code will change the game mode based on the user’s choice.

We must also cause the menu handling code to be called when in the start menu mode, by adding this code to the `evolve` method in `PuzzleData.py`.

```python
elif self.mode == MODE_START_MENU:
    self.evolveStartMenu(keys, newkeys, buttons, newbuttons, mouse_position, dt)
```

Just like in the `draw` method, be sure that the indentation and pattern of the code looks correct.

Starting in the Menu

Finally, we need to start in the menu mode for the menu to show up before playing. In the `__init__` method of `PuzzleData.py`, find the line that sets the initial mode to `MODE_PLAYING`, and change it to `MODE_START_MENU`.

Now you can run the program and see the menu.

Run the program several times. Check that quit and play both work correctly.