Matching Puzzle Game

You should complete the tile motion tutorial before this one.

Mass and Motion

When two objects collide, they bounce differently depending on the mass of the objects. Heavy objects tend to change motion less than light objects.

You probably noticed that all of the tiles are bouncing just about the same. This is because all of the tiles have the same mass, so they react the same.

In this tutorial, we’ll set a random mass for each tile. This will make the different tiles bounce differently.

Setting a Random Mass

To set the mass, you must choose a mass, then set it. This can be done by adding the following lines of code to the \_init\_ method of Tile.py:

```python
mass = random.random() * (Configure.TILE_MAX_MASS-Configure.TILE_MIN_MASS) + Configure.TILE_MIN_MASS
self.setMass(mass)
```

These lines can go anywhere after the \_Object._init_\_ method call, and before the return statement.

CHECK YOUR INDENTATION.

After saving the change, try running the program to check that the tiles actually bounce differently.