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.