Matching Puzzle Game

Motion

You might have noticed that the tiles aren’t moving, even though the game description claimed that they would. The reason is that Newton’s laws of motion are applied to the tiles. They start out without motion, so they continue not to move. We’ll fix this by turning on gravity in the game. Gravity will accelerate the tiles towards the bottom of the screen. The foundation will stop them from going off of the bottom of the screen.

Most of the motion code is already included in the starter kit. If you want to read it, look through the Object class.

Adding Gravity

To add gravity, we must apply gravity to every tile, every frame. We’ll do this by adding a line to the \texttt{evolveGame} method of \texttt{PuzzleData.py}. Find the loop in this method that checks each tile to see if it is alive, and calls the evolve method on each live tile. Apply gravity to each tile right before applying evolve by adding this line:

\begin{verbatim}
    t.gravity()
\end{verbatim}

CHECK YOUR INDENTATION. Then, check it again. This is inside the \texttt{if} statement that checks that the tile is alive.

After saving the change, try running the program to check that the tiles actually fall towards the bottom of the screen.