Game Parameter Changes

Screen Size

Let’s change the screen and cell size of the game. In main.py, find the creation of the game with the WormGame() function call. The first two parameters are the width and height of the screen, and the third parameter is the size of each cell on the screen. I’ll change the screen to 30x20 cells, with each cell 15x15 pixels.

```python
w = WormGame(30, 20, 15, 20)
```

Try that out.

Frame Rate

The more frames per second, the faster the game appears to run. We’ll slow down the game speed by changing the desired frame rate to be smaller. The default is 20 frames per second. We’ll change it to 10 frames per second. This is in main.py. It’s the fourth parameter to WormGame().

```python
w = WormGame(30, 20, 15, 10)
```

Note that we set the desired frame rate. There is no guarantee that your computer can run really fast. If you put too large of a number, then the game will just go as fast as possible. If you make too small of a number, the game will feel laggy, as the frames slowly tick away.

Screen Color

The default screen is drawn with a black background. To change the color of the background, edit WormData.py in the __init__() method to set the desired color.

```python
self.background_color = (255, 255, 255)
```

This is a white background. Choose the color you want. I use http://www.colorpicker.com/ to find the R, G, B values for colors.

Apple Color

Edit the apple color in Apple.py’s __init__() method.

```python
self.color = (128, 0, 0)
```

Worm Color

Edit the worm color in Player.py’s __init__() method.

```python
self.color = (0, 128, 0)
```

Initial Worm Length

To set the initial length of the worm, change the length value in Player.py’s __init__() method.

```python
self.length = 8
```

You choose the value that makes sense for your game.