**Restart Game**

When the game is over, the user may want to begin the game again, without having to leave the program and start it up again. We can do this by allowing the user to hit the ‘r’ key to restart, but only if the game is over.

**Tracking Game Over**

We need to know if the game is on or if the game is over. We’ll start new games as not over, and set the game to over if the worm is killed.

In WormData.py, find the newGame() method. Add this line of code, anywhere in the method:

```python
self.game_over = False
```

Now, when the player dies, we’ll set this to True. Find the evolve() method, where the player.getAlive() method is checked. After self.evolving is set to False, add a line to set self.game_over to True:

```python
self.game_over = True
```

Be sure to get the correct indentation.

**Check For Restart Command**

Now, if the game is over, we want to look for the ‘r’ key and restart the game if it is pressed.

Still in WormData.py, find the evolve() method. Right at the top of this method, add these lines:

```python
if self.game_over:
    if pygame.K_r in newkeys:
        self.newGame()
    return
```

Notice we are only checking for the ‘r’ key if the game is already over. This is important, not to allow the user to restart the game in the middle of a game.

**Extra Possibilities**

Can you make a pause option? If the ‘p’ key is pressed (in normal play) set self.evolving to False. If the ‘p’ key is pressed (when not evolving), set self.evolving to True.