Steering Problems

The game is happy to let the player try to steer the worm in the opposite direction of current travel. This results in immediate collision and end of game. This is a frustrating way to lose the game. Let’s protect the users from this case.

The problem is that the steering code doesn’t look at the direction the worm is traveling when the direction changes. We’ll make changes so that we can only change the direction to LEFT if the current direction is not RIGHT. Then we’ll repeat this for the other directions, pairing with their opposites.

Protect LEFT

All of this work is in the Player.py file.

Find the left() method. Change the method to look like this:

```python
def left(self):
    if self.direction != RIGHT:
        self.direction = LEFT
    return
```

Notice that the if statement has been added and the assignment of the direction has been indented inside.

Protect RIGHT

Find the right() method. Do the same changes as with left(). Just make sure you use the correct check and value assignment.

Protect UP

Find the up() method. Do the same changes as with left(). Just make sure you use the correct check and value assignment.

Protect DOWN

Find the down() method. Do the same changes as with left(). Just make sure you use the correct check and value assignment.

Testing

To make sure you have completed this task correctly, test the code. Run the program. Make the worm head right. Then, try to immediately turn left. The game should ignore your attempt. Now, try the same test for the other 3 directions.

If you don’t test it thoroughly, you might find a bug at some other, very inconvenient time.