Adding a Game Over Screen

At the end of the game, the screen just freezes right now. We want to give a nice message to the user, and tell them how to quit.

Tracking the Game State

In WormData.py, in the newGame() method, add another variable to the data to track if the game is over yet. The game is not over for a new game, so we set it to False.

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

When the player is killed, then the game is over. We need to enforce that. In WormData.py, in the evolve() method, at the same place where we set evolving to False, we set the game over.

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

Drawing the End Game Message

To display the message only when the game is over, we add these lines to the draw() method in WormData.py.

```python
if self.game_over:
    game_over_text = "Game Over"
    self.drawTextCenter(game_over_text, surface,
                        self.cell_size*self.width/2,
                        self.cell_size*self.height/2)
    game_over_text = "Esc to Quit"
    self.drawTextCenter(game_over_text, surface,
                        self.cell_size*self.width/2,
                        self.cell_size*self.height/2 + 30)
```

Be sure to get indentation correct. You choose the position and text. This is just my choice.