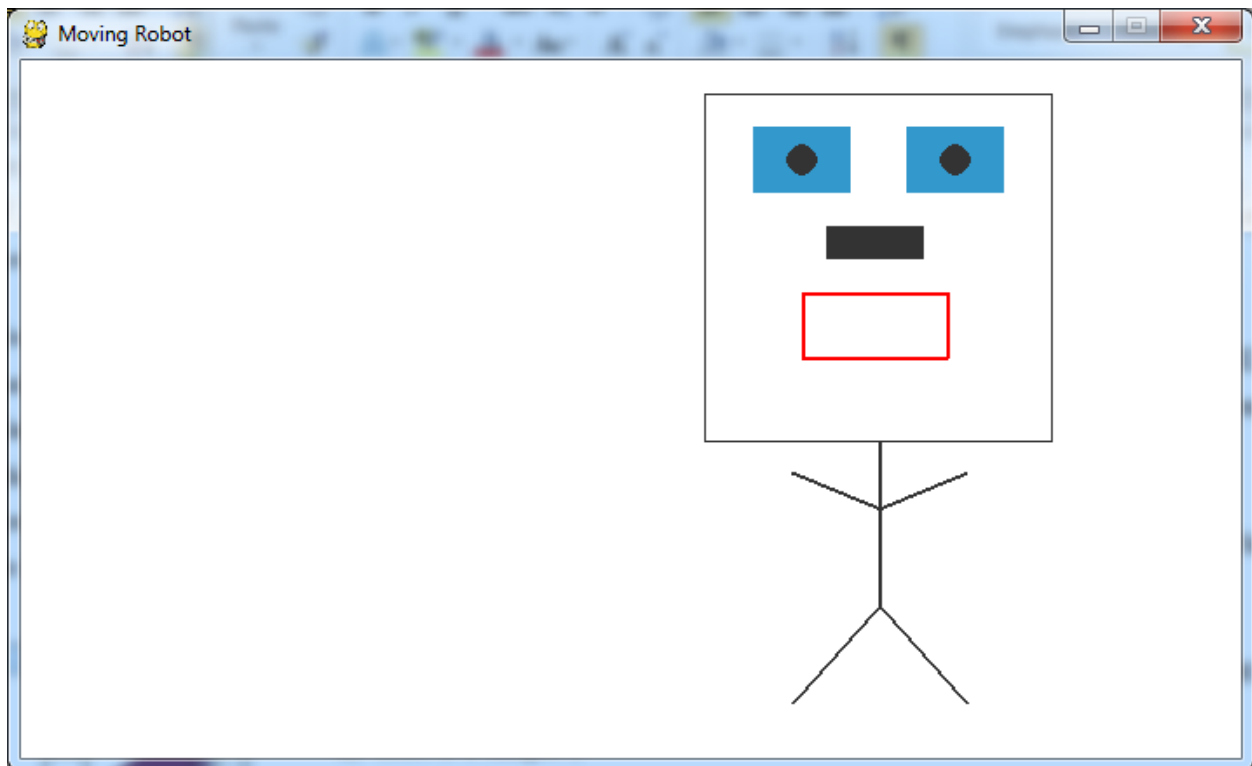


Computer Programming Pygame #2 – Moving Robot

Objective: Use the pygame drawing tools and what you have learned about motion to draw a robot and make it move side to side across the screen.

1. In your *Computer Programming* folder, create a folder titled *first_last_pygame_2*. Start IDLE. Open your *template.py* file and save it in your *first_last_pygame_2* folder as *moving_robot.py*.
2. Edit the *moving_robot.py* file
 - a) Change *CHANGE ME* to *First Last – Moving Robot*
 - b) Change the value of *SCREEN_WIDTH* to 700 and the value of *SCREEN_HEIGHT* to 400.
 - c) In the *while running* loop, draw robot on the screen with the following requirements:
 - ❖ The robot's head should be a square.
 - ❖ The eyes, nose and mouth should be rectangles.
 - ❖ The eyeballs should be circles. They must be centered both vertically and horizontally in the rectangles that make up the eyes.
 - ❖ The body is a simple stick figure.
 - ❖ The robot should move back and forth across the screen. Its entire drawing should be visible on the screen at all times.
 - d) Here is a sample:



3. Zip your *first_last_pygame_2* folder. Turn in your *first_last_pygame_2.zip* file.