

Sprites and collisions

- you will need to save these images in the same directory as the code:
 - `gun.png` (`ball.png`)
 - `arrow.png` (`ball.png`)
 - `ball.png` (`ball.png`)

Sprites and collisions

- sprites are created and normally placed into a list
 - and referred to as a group
- you can then test for a collision between another sprite via:


```
inter = spritecollide(foo, bar, dokill)
```
- `inter` is a list of all sprites from list `bar` which have collided with the single sprite `foo`
- the `dokill` parameter is either `True` or `False` and if it was `True` the `kill` method is called for every sprite in the list `inter`

Sprites and collisions

- ```
for bomb in sprite.spritecollide(player, bombs, True):
 boom_sound.play()
```
- notice that this example tests whether a single sprite `player` has collided with any sprite in the `bombs` list

## Managing collisions between two groups of sprites

- we can detect whether a collision occurs between two groups of sprites by using the following function:
 

```
groupcollide(list1, list2, dokill1, dokill2)
```
- this function returns a dictionary
  - each key in the dictionary is a sprite in `list1` and its value is a list of sprites from `list2` with which it has collided
  - the `dokill1`, `dokill2` arguments determine whether the `kill` method should be called in `list1` or `list2`

## Managing collisions between two groups of sprites

- ```
for alien in sprite.groupcollide.aliens, bullets, True, T:
    boom_sound.play()
    kills += 1
```
- the code checks for the collisions between bullets and all the aliens
- in this case we only loop over the dictionary keys
 - but we could loop over the `values()` or `items()`
 - if we wanted to do something to the specific shots that collided with aliens

Managing collisions between two groups of sprites

- if we did loop over the `values()` we would be looping through lists that contain sprites
- note that the same sprite may even appear more than once in these different loops, since the same `bullet` could have collided against multiple `aliens`

Real example

- *"Talk is cheap. Show me the code."*
Linux Torvalds, Fri, 25 Aug 2000 11:09:12 -0700 (PDT)

Space invaders in Python

- ```
#!/usr/bin/python

import pygame
import sys
from pygame.locals import KEYDOWN, KEYUP, K_SPACE, K_ESCAPE,
 K_RIGHT, K_LEFT

width = 320
height = 240
imageWidth = 32
imageHeight = 32

goingLeft = True
invaderHeight = 0
gunLeft = False
gunRight = False
gunXpos = (width/2) - (imageWidth/2)
delay = 10
```

## Space invaders in Python

```
class BoxSprite(pygame.sprite.Sprite):
 image = None

 def __init__(self, initial_position):
 pygame.sprite.Sprite.__init__(self)
 if BoxSprite.image is None:
 BoxSprite.image = pygame.image.load("ball.png")
 self.image = BoxSprite.image

 self.rect = self.image.get_rect()
 self.rect.topleft = initial_position
 self.next_update_time = 0 # as soon as possible
 self.yPos = initial_position[1]
```

## Space invaders in Python

```
def update(self, current_time, left, right):
 global goingLeft, invaderHeight, imageWidth, delay
 # check update
 if self.next_update_time < current_time:
 # If we're at the left or right the screen, switch
 if self.rect.topleft[0] == left:
 goingLeft = False
 invaderHeight += 1
 elif self.rect.topleft[0] == right-imageWidth:
 goingLeft = True
 invaderHeight += 1
 if goingLeft == True:
 self.rect.topleft = [self.rect.topleft[0]-1,
 self.rect.topleft[1]]
 else:
 self.rect.topleft = [self.rect.topleft[0]+1,
 self.rect.topleft[1]]
 self.rect.topleft = [self.rect.topleft[0],
 invaderHeight+self.yPos]
 self.next_update_time = current_time + delay
```

## Space invaders in Python

```
class missile(pygame.sprite.Sprite):
 image = None

 def __init__(self, initial_position):
 pygame.sprite.Sprite.__init__(self)
 if missile.image is None:
 missile.image = pygame.image.load("arrow.png")
 self.image = missile.image

 self.rect = self.image.get_rect()
 self.rect.topleft = initial_position
 self.next_update_time = 0 # update() hasn't been called
```

## Space invaders in Python

```
def update(self, current_time):
 global missile
 # check update
 if self.next_update_time < current_time:
 # If we're reached the top then stop
 if self.rect.topleft[1] == 0:
 missiles.remove(self)
 self.kill()
 return
 else:
 self.rect.topleft = [self.rect.topleft[0],
 self.rect.topleft[1]+4]
 self.next_update_time = current_time + 4
```

## Space invaders in Python

```
class gun(pygame.sprite.Sprite):
 image = None

 def __init__(self):
 global width, imageHeight, gunXpos
 pygame.sprite.Sprite.__init__(self)
 if gun.image is None:
 gun.image = pygame.image.load("gun.png")
 self.image = gun.image

 self.rect = self.image.get_rect()
 self.rect.topleft = [gunXpos, height-imageHeight]
 self.next_update_time = 0 # update() hasn't been
```

## Space invaders in Python

```
def update(self, current_time):
 global gunXpos, width, imageWidth

 # check update
 if self.next_update_time < current_time:
 if gunLeft and gunXpos>0:
 gunXpos -= 1
 if gunRight and gunXpos<width-imageWidth:
 gunXpos += 1
 self.rect.topleft = [gunXpos, self.rect.topleft[1]]
 self.next_update_time = current_time + 1
```

## Space invaders in Python

```
def checkInput():
 global gunLeft, gunRight, missiles, gunXpos, height
 for event in pygame.event.get():
 if event.type == KEYDOWN:
 if event.key == K_ESCAPE:
 sys.exit(0)
 elif event.key == K_RIGHT:
 gunLeft = False
 gunRight = True
 elif event.key == K_LEFT:
 gunLeft = True
 gunRight = False
 else:
 missiles.append(missile([gunXpos, height]))
 elif event.type == KEYUP and event.key != K_SPACE:
 gunRight = False
 gunLeft = False
```

## Space invaders in Python

```
def checkCollisions():
 global missiles, boxes
 if missiles != [] and boxes != []:
 for m in missiles:
 found = False
 for b in pygame.sprite.spritecollide(m, boxes, False):
 boxes.remove(b)
 b.kill()
 found = True
 if found:
 missiles.remove(m)
 m.kill()
```

## Main section of space invaders - initialisation

```
pygame.init()
boxes = []
missiles = []

for x in range(0, width, 32):
 for y in range(0, 96, 32):
 boxes.append(BoxSprite([x, y]))

screen = pygame.display.set_mode([320, 240])
gunControl = gun()
```

## Main section of space invaders - initialisation

```
while boxes != []:
 screen.fill([0, 0, 0]) # blank the screen.
 time = pygame.time.get_ticks()
 for b in boxes:
 b.update(time, 0, width)
 screen.blit(b.image, b.rect)

 checkInput()
 checkCollisions()
```

## Main section of space invaders - initialisation

```
gunControl.update(time)
screen.blit(gunControl.image, gunControl.rect)
for m in missiles:
 m.update(time)
 screen.blit(m.image, m.rect)
pygame.display.update()
if pygame.sprite.spritecollide(gunControl, boxes, False):
 pygame.time.delay(50)
 print "looser"
 sys.exit(0)
if len(boxes) < 10:
 delay = len(boxes)

pygame.time.delay(50)
print "winner"
```

### Tutorial

- extend your missile command program to include a city class
- give your city class an `__init__`, `update`, `ignite`, `erase` and `check` method
- the method prototypes are:

## Tutorial

```
create a city at pos
calculate the epicenter of the city
store it in the class
def __init__(self, pos):
 # draw the city
def draw_city(self):
 # remove the city
def erase(self):
 # determine whether city should catch fire given explosion
def check(self, p, radius):
```

- extend your game to include cities and their destruction!
- now create a gun class (which will be very similar to the city class)