Second Project

This project builds on the activities in Module 29 and 30.

Alter the Robots game to include:

(1) A no-move for the player.

(2) Robots can also move diagonally.

(3) The player uses the vi-commands in order to enter the direction of the avatar. The code for the no-move operation is a '.'. The translation should be done in the view module, **not the model.** The vi commands are

- h to move left
- l to move right
- j to move down
- k to move up
- u to move up and left
- p to move up and right
- n to move down and left
- m to move down and right.

(4) Implement a tele-transport. The code for a tele-transport is 't'. The tele-transport is safe, which means that the new position of the avatar is guaranteed to not be on top of a heap or robot, but it could be right next to one.

(5) Implement different levels.

Extra Credit:

(6) Port the whole game to tkinter. (25% extra credit for projects).

(7) Design images for avatar, heap, and robot. (25% extra credit for projects).

Turn In Procedure:

You need to present and demonstrate the project, usually with all of the group members (maximum is three) together. If you are late of if there were significant portions missing, you can resubmit, at the same discount as for the previous project.