

Lesson 4

Worksheet 2

1. Increase the speed variable value. What happens?
2. How can you increase the speed from 3 to 4 for all Bird four directions of movement? Do you think it would be easier to make this change if we use the 'speed' variable in all four movement scripts?
3. When the variable speed is created in the Bird sprite, the bird "owns" it. To see what this means, try using 'self.speed' in the Star's movement script instead of the number "2", and see what happens.
4. The variable speed is created when the bird first stores something in it. Try removing the line "speed = 3" in the Bird sprite and investigate what happens when a sprite uses a variable it never created?
5. Create a variable speed in Star, with the number 100 in it. Does this variable make any difference to how quickly the Bird moves?