Computer Programming Using Kivy 1.8 for Python 3 - **Canvas 8 - Hit Detection**

GOAL: Edit an example game to use your own background and character.

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| You can skip this part if you have done Canvas 7 Pictures & SpritesTo make the program work on any computer (if has kivy installed), first make a new folder so that your program and all of your program’s pictures are in the same place (this folder can be given to anyone):* Start, Computer, your home drive (such as T:\*username*), Click “**New Folder**” (if can’t find that, [if in Windows 7 push Alt then let go] then click File, New Folder)
* Name it **bin**

Now copy all of the files for the existing sample program to the folder:* Go to Start, Computer, R:\Classes\ComputerProgramming\Examples
* Copy the graphics for the program to your home drive if you have not done this before:

“**area1.png**” “**Car, Rear - lincoln\_tc\_fournel (towncar, cholasimmons at turbosquid) - MrG's Render1.png**”“**Rock 1 by BesideTheVoid - edited from IMG\_3319 by victorblagovici on morguefile.png**”“**Sprite\_Explosion\_of\_sorts\_by\_leileilol (BesideTheVoid plain opacity version) frame0012.png**”all to **Homedrive bin** folder (such as T:\*username*\bin). Bin stands for binary, and that is where programmers put all files that will be given to the person who will use your program. If you don’t know how, follow these steps:* + Single-click on picture, then on left bar click Copy to Folder, then choose T:\*username*\bin

(if you have trouble with that, you can drag the file to your bin folder instead)* + Repeat for each of these image files
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Use kivyBlit as a template again and save as another new program:

* Open Geany
* File, Open, R:\ComputerProgramming\Examples\kivyBlit.py
* File, Save As,T:\*username*\bin\canvas8detect.py

Make sure the program runs and has all of the pictures instead of blank white rectangles.

Once you have the program working, find the canvas update method and add the entity hit detection code to make player 1’s entity explode upon impact (this code must be indented inside the “for” loop so that it checks each possible entity [such as enemy or obstacle]):

