# Don’t collide code

This project makes an infinitely scrolling game

It uses a lot of the ideas from the other projects

You get to make lots of decisions here

From step 2, you’ll need to use emojis. You can get emojis from:

https://tools.picsart.com/text/emoji

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**Step 4:**

It’s really important that the draw_obstacles() line is **before** the draw_player() line

Otherwise things won’t work properly later on

**Step 5:**

Have a think about what frame_count adds to the program. It’s one of the most important things in this program

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## Infinite scrolling:

**Step 6** does some interesting maths using a way of dividing called the modulo. This gives just the **remainder** when dividing two numbers

```
13  def draw_obstacles():
14      obstacle_x = 200
15      obstacle_y = 200 + frame_count
16      obstacle_y = obstacle_y % screen_size
17      text('🌵', obstacle_x, obstacle_y)
```

In Python this uses the symbol %

So, **10 % 3** will give the value **1** – 10 divided by 3 is 3 remainder 1

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**Random numbers that aren’t actually random:**

**Step 7** uses random number **seeds**

You’ve used random numbers before

Python has access to lots of what are called seeds. Each time you ask for a random number it chooses a “random” set of seeds to work from

What we’re doing in this program is saying, actually we want the obstacles to be in the same horizontal place and move up and down as the screen moves. This stops the obstacle jumping around randomly and making the game unplayable

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**Make the game your own:**

Try changing the seed number to a different four-digit number

The change when the player hits the obstacle is a bit glitchy

**Step 10** has lots of ideas for how you can make this game better