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15-112 Spring 2025 Quiz 6

Up to 25 minutes. No calculators, no notes, no books, no computers. Show your work!

Do not use lists, dictionaries, sets, try/except, or recursion on this quiz.

1. (20 points) Free Response: Bouncing Square Challenge

Write an app with the following functionality:

• Game Setup:

- The game starts with a 400×400 canvas and a blue square centered in the canvas.
- The size of the square is $\frac{1}{10}$ of the canvas height. You can assume the canvas's width and height are always equal.
- A countdown timer starting from 10 seconds is displayed at the top-left of the screen.
- An integer is displayed at the bottom-left of the screen, representing the total number of points the user has earned.

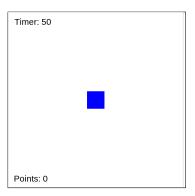
• Gameplay Rules:

- The user can move the square **up or down** using the **arrow** keys. The square only moves vertically, staying centered horizontally.
- Each time the user presses the up or down arrow key, the square moves **5 pixels** in the corresponding direction.
- The square cannot move past the borders of the canvas.
- The square alternates color from **red to blue** every **2 seconds** (starting as blue).
- If the square hits the window border when its color is **red**, the game is over.
- If the square hits the window border when its color is **blue**, the user earns **1 point**.
- If the countdown timer reaches zero, the game is over.
- Each time the user earns a point, the countdown timer resets to 10 seconds.
- When the game is over, a "Time's up" message appears in the center of the screen, and nothing else is displayed.

• 2-Bonus Points:

- The user cannot earn two points in a row by hitting the same border twice consecutively.

Here is an example of the game screen:



Your task is to write the Python code using cmu_graphics.

Make reasonable assumptions for anything not specified here.

Additional Space for Answer to Question 1

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