

CSCI 107 Assignment 5: Minecraft Drawing

- Due Date: Friday, October 9th no later than 11:59 p.m.
 - You must complete this assignment individually.
-

Introduction

In this assignment, you will continue your foray into the world of Python Turtle Graphics. Instead of creating a single Minecraft tile as in Assignment 3, you will use Python **functions** to create two or more types of Minecraft tiles. Once the tile functions are created, you should use them to create an elaborate Minecraft drawing.

Minecraft Drawing - 100 points

Use Python Turtle Graphics to design and draw a complex object that might appear in the game of Minecraft. Here is a drawing of a [castle](#) that could potentially earn all 100 points.

Requirements and Grading

- 20 points - There are at least two types of tiles in the drawing. In the sample castle drawing, one type of tile is a square and the other is a flag.
- 20 points - Each tile is defined in a function. The function should draw the tile in a square that is 20 pixels wide and 20 pixels tall.
- 20 points - Each function should be general. For example, the square tiles in the castle drawing are produced by calling a function with this information: the turtle that should be used to draw the tile, the x and y coordinates of the upper left corner of the tile, and the color to use.
- 20 points - The Python solution is easy to understand and does not contain unnecessary code. (Remember to put an appropriate comment at the top of the Python solution.)
- 20 points - The drawing looks good and would impress your friends.

Helpful Hint

- Take a look at the turtle method [summary](#) to remind yourself what is possible.

Submission

Place the solution in a file named **Minecraft.py** and submit it to the D2L Dropbox no later than 11:59 p.m. on Friday, October 9th. Late submissions receive no credit, but partial credit can be earned by making an ontime submission.

Fall 2014 Student Solutions

- [Solutions](#)