



PONG – Change the colours

1) The original colours of Pong were white on black.

If you would like to change these colours then find these lines of code:

```
# Fill the image with a green colour (specified as R,G,B)
self.image.fill((27, 210, 57))
```

Tip – Use **CTRL + F** to find the text quickly

The first line of text in **red** is a comment that tells you what the line of code is doing.

The black text is the actual code that makes the background colour green.

The colours are expressed in “RGB” which stands for Red, Green and Blue.

Each of the RGB colours can be set as a number from 0 to 255. The resulting colour is the mix of those individual colours.

Here are some examples:

| Colour | Red (R) | Green (G) | Blue (B) |
|---------------------------------|---------|-----------|----------|
| Bright Red (255, 0, 0) | 255 | 0 | 0 |
| Purple (128, 15, 241) | 128 | 15 | 241 |
| Bright Green (0, 255, 0) | 0 | 255 | 0 |

Try changing the background colour by editing the highlighted numbers in this line of code, then run the game by clicking on **Run, Run Module, Save, Ok** or press **F5**

```
# Fill the image with a green colour (specified as R,G,B)
self.image.fill((27, 210, 57))
```

Tip – To control the paddles use W and S keys for up and down on LHS, and up and down arrow keys on RHS.

2) Now try changing the colour of the blue ball. Return to the Pi Pong.py window, then find and edit the following code:

```
# Fill the image blue
self.image.fill((27, 224, 198))
```

Tip – Try to get a good contrast between the colour of the ball and the background.

3) For an extra challenge try changing the colour of the centre line and the paddles.