



PONG – Add a Reset game feature

Once scoring has been added it becomes obvious that there needs to be a way to reset the game. This will be much easier for the user than closing the program and starting it again.

Let's use the "R" key to reset the game. There is already some code in place to detect key presses and other events. Look for the "HandleEvents" method in the "PiPong" class (the main class at the top). And then modify the section that is looking for a "KEYDOWN" event, as follows:

```
if event.type == KEYDOWN:
    # Find which key was pressed and start moving appropriate bat
    if event.key == K_s:
        # Start moving bat
        self.player1Bat.startMove("down")
    elif event.key == K_w:
        self.player1Bat.startMove("up")
    if event.key == K_DOWN:
        self.player2Bat.startMove("down")
    elif event.key == K_UP:
        self.player2Bat.startMove("up")
    if event.key == K_ESCAPE:
        pygame.quit()
        sys.exit()
    if event.key == K_r: # reset code - including new code to reset the bats
        global Player1Score
        global Player2Score
        Player1Score = 0
        Player2Score = 0
        self.ball.reset()
        self.player1Bat.reset()
        self.player2Bat.reset()
```

Note that the last two lines will not work unless we create the "Bat" reset function. If we leave them out, the bats will stay where they were when we reset the game. If we create the "Bat" reset function, the bats will be restored to their initial positions when we reset.

P.T.O...



Here is the “Bat” reset function, which puts the bat back to its initial position:

```
def reset(self): # added to allow a reset of the whole game  
    self.rect.centery = self.displayHeight / 2
```

There is one more line of code required (if not already added when preventing the bats from disappearing). The previous section of code that we just inserted is referring to “self.displayHeight”. This variable has not been setup yet. It should be set up in the **Bat** “__init__” function, as follows:

```
self.displayHeight = displaySize[1]
```

Now try resetting the game by running it and then pressing the “R” button.