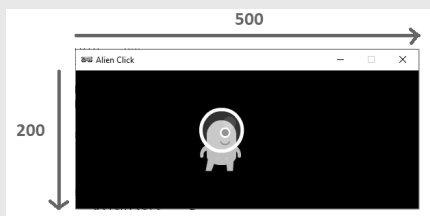


Working Example - Code

```
TITLE = 'Alien Click'
WIDTH = 500
HEIGHT = 200
alien = Actor('alien')
alien.pos = (0, HEIGHT//2)
def draw():
    screen.clear()
    alien.draw()
def update():
    alien.left += 2
    if alien.left > WIDTH:
        alien.right = 0
def on_mouse_down(pos):
    if alien.collidepoint(pos):
        alien.image = 'alien_hurt'
        sounds.eep.play()
        animate(alien, tween='accelerate',
                on_finished=set_alien_back,
                pos=(alien.x+200, alien.y))
def set_alien_back():
    alien.image = 'alien'
```

Working Example - Result



Behind the Scene

```
while game_has_not_ended():
    process_input()
    update()
    draw()
```

Mouse Button

mouse.LEFT	mouse.RIGHT
mouse.MIDDLE	
mouse.WHEEL_UP	mouse.WHEEL_DOWN

Keyboard Button

BACKSPACE	TAB
CLEAR	RETURN
PAUSE	ESCAPE
SPACE	EXCLAIM
QUOTEDBL	HASH
DOLLAR	AMPERSAND
QUOTE	LEFTPAREN
RIGHTPAREN	ASTERISK
PLUS	COMMA
MINUS	PERIOD
SLASH	K_0
K_1	K_2
K_3	K_4
K_5	K_6
K_7	K_8
K_9	COLON
SEMICOLON	LESS
EQUALS	GREATER
QUESTION	AT
LEFTBRACKET	BACKSLASH
RIGHTBRACKET	CARET
UNDERSCORE	BACKQUOTE

C

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