import random pygame.init() # Set the window size screen\_width = 800 screen\_height = 600 screen = pygame.display.set\_mode((screen\_width, screen\_height)) pygame.display.set\_caption("Health Hero") # Load the images and sounds bg\_image = pygame.image.load("background.png").convert() object\_image = pygame.image.load("object.png").convert\_alpha() provider\_image = pygame.image.load("provider.png").convert\_alpha() syrup\_image = pygame.image.load("syrup.png").convert\_alpha() honey\_image = pygame.image.load("honey.png").convert\_alpha() cough\_sound = pygame.mixer.Sound("cough.wav") success\_sound = pygame.mixer.Sound("success.wav") failure\_sound = pygame.mixer.Sound("failure.wav") # Set the object's initial position object\_x = random.randint(50, screen\_width - 50) object\_y = random.randint(50, screen\_height - 50) # Set the provider's initial position provider\_x = screen\_width // 2 provider\_y = screen\_height - 100 # Set the treatment mode variables treatment\_mode = False treatment\_text = "" treatment\_image = None treatment\_sound = None # Set the game loop variables game\_running = True game\_success = False # The game loop while game\_running: # Handle events for event in pygame.event.get(): if event.type == pygame.QUIT: game\_running = False elif event.type == pygame.MOUSEBUTTONDOWN: # Check if the provider is near the object if abs(provider\_x - object\_x) < 50 and abs(provider\_y - object\_y) < 50: treatment\_mode = True # Set the treatment mode variables based on the object's symptoms if random.random() < 0.5: treatment\_text = "Cough" treatment\_image = syrup\_image treatment\_sound = cough\_sound else: treatment\_text = "Fever" treatment\_image = honey\_image treatment\_sound = None # Move the provider based on the arrow keys keys = pygame.key.get\_pressed() if keys[pygame.K\_LEFT] and provider\_x > 0: provider\_x -= 5 elif keys[pygame.K\_RIGHT] and provider\_x < screen\_width - 50: provider\_x += 5 elif keys[pygame.K\_UP] and provider\_y > 0: provider\_y -= 5 elif keys[pygame.K\_DOWN] and provider\_y < screen\_height - 50: provider\_y += 5 # Draw the background and objects screen.blit(bg\_image, (0, 0)) screen.blit(object\_image, (object\_x, object\_y)) screen.blit(provider\_image, (provider\_x, provider\_y)) # Draw the treatment mode interface if treatment\_mode: pygame.draw.rect(screen, (255, 255, 255), (50, 50, screen\_width - 100, screen\_height - 100)) font = pygame.font.Font(None, 50) text = font.render("Treatment mode: " + treatment\_text, True, (0, 0, 0)) screen.blit(text, (100, 100)) if treatment\_image: screen.blit(treatment\_image, (screen\_width // 2, screen\_height // 2)) if treatment\_sound: treatment\_sound.play() # Check if the game is over if game\_success or pygame.time.get\_ticks() > 10000: game\_running = False