```python
In [1]:  import pygame
         import random
         from sys import exit
         from pygame import mixer
```

pygame 2.0.1 (SDL 2.0.14, Python 3.8.8)
Hello from the pygame community. https://www.pygame.org/contribute.html

```python
In [2]:  pygame.init()
```

Out[2]: (7, 0)

```python
In [3]:  fingers=5
         WIDTH = 800
         HEIGHT = 600
         LANES = 4
         WIDTH_OF_LANE = WIDTH/LANES

             #Gaming Window
         screen = pygame.display.set_mode((WIDTH, HEIGHT))

             #Title and Icon
         pygame.display.set_caption("Road Race")
         icon = pygame.image.load('flags.png')
         pygame.display.set_icon(icon)

             #Player
         playerImg = pygame.image.load('car_player.png')
         Current_Lane = random.randint(1,LANES)
         playerX = (Current_Lane*WIDTH_OF_LANE)-(WIDTH_OF_LANE/2)-32
         playerY = 480
         score_font = pygame.font.Font('freesansbold.ttf',32)
         while True:
             screen.fill((175,175,175))
             def show_message():
                 display_message = score_font.render("Press Any Key To Play", True, (255,255,255))
                 screen.blit(display_message,(230, 350))
             show_message()
             pygame.display.update()
             play_game = False
```

```python
        for event in pygame.event.get():
                if event.type == pygame.KEYDOWN:
                    play_game = True
        if play_game:
            break
        for event in pygame.event.get():
            if event.type == pygame.QUIT:
                pygame.quit()
                exit()
while True:
    enemy_SPEED = 0.4
    #Enemy
    enemyImg = []
    enemyX = []
    enemyY = []
    enemy_speed=[]
    #At a time, only one enemy in a lane

    for i in range(LANES+1):
        enemyImg.append(pygame.image.load('car_enemy.png'))
        enemyX.append((i*WIDTH_OF_LANE)-(WIDTH_OF_LANE/2)-32)
        enemyY.append(-200*random.randint(1,12))
        enemy_speed.append(enemy_SPEED)

    #score
    score=0
    textX=10
    textY=10

    #Game over text
    game_over = False
    game_over_font = pygame.font.Font('freesansbold.ttf',64)

    def show_score(x, y):
        display_score = score_font.render("Score : " + str(score), True, (255,255,255))
        screen.blit(display_score,(x, y))
    def game_over_text():
        over_text = game_over_font.render("GAME OVER", True, (255,255,255))
        screen.blit(over_text,(200, 250))
        def show_message():
            display_message = score_font.render("Press Any Key To Play", True, (255,255,255))
            screen.blit(display_message,(230, 350))
        show_message()
    show_message()
```

```python
def enter_to_play():
    for event in pygame.event.get():
        if event.type == pygame.KEYDOWN:
            return True
    return False
def player(x, y):
    screen.blit(playerImg, (x, y))
def enemy(x, y,i):
    screen.blit(enemyImg[i], (x, y))
    for j in range(LANES + 1):
        enemy_speed[i] = enemy_SPEED


def isCollision(enemyY, playerY, i):
    distance = abs(enemyY-playerY)
    if distance < 25 and Current_Lane == i:
        return True
    else:
        return False


#Game Loop
single_press = False

while True:
    #RGB
    screen.fill((175,175,175))

    #background Image
    #screen.blit(background,(0,0))

    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            pygame.quit()
            exit()

    # if instead of a key, a command is used
    #playerX = fingers

        if event.type == pygame.KEYDOWN:
            if event.key == pygame.K_1 or fingers == 1:
                Current_Lane = 1

            if event.key == pygame.K_2 or fingers == 2:
                Current_Lane = 2
            if event.key == pygame.K_3 or fingers == 3:
```

```python
                Current_Lane = 3
            if event.key == pygame.K_4 or fingers == 4:
                Current_Lane = 4
        playerX = (Current_Lane*WIDTH_OF_LANE)-(WIDTH_OF_LANE/2)-32

    ''' # if a keystroke is pressed check whether its right or left

        if event.type == pygame.KEYDOWN:
            if event.key == pygame.K_LEFT:
                if Current_Lane > 1 and single_press == False:
                    Current_Lane -=1
                    teleport = mixer.Sound(beep-02.wav)
                    teleport.play()
                    single_press = True
            if event.key == pygame.K_RIGHT:
                if Current_Lane < LANES and single_press == False:
                    Current_Lane +=1

                    single_press = True
        if event.type == pygame.KEYUP:
            if event.key == pygame.K_LEFT or event.key == pygame.K_RIGHT:
                single_press = False

        playerX = (Current_Lane*WIDTH_OF_LANE)-(WIDTH_OF_LANE/2)-32 '''

    #Enemy Movement
    for i in [1,2,3,4]:

        #Game Over
        if isCollision(enemyY[i], playerY, i):
            for j in range(LANES+1):
                enemyY[j] = 2000
            game_over = True
            break

        enemyY[i]+=enemy_speed[i]

        if enemyY[i] > HEIGHT and enemyY[i] < 1200:
            score += 1
            if score > 50:
                enemy_SPEED = 0.5
            enemyY[i] = -200*random.randint(0,12)
        enemy(enemyX[i], enemyY[i], i)
```

```
            player(playerX, playerY)
            show_score(textX,textY)
            if game_over:
                game_over_text()
                if enter_to_play():
                    break
            pygame.display.update()
        enemyImg.clear()
        enemyX.clear()
        enemyY.clear()
        enemy_speed.clear()
```

An exception has occurred, use %tb to see the full traceback.

SystemExit

C:\Users\amalt\anaconda3\lib\site-packages\IPython\core\interactiveshell.py:3445: UserWarning: To exit: use 'exit', 'quit', or Ctrl-D.
  warn("To exit: use 'exit', 'quit', or Ctrl-D.", stacklevel=1)

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