from gamelib import \*

game = Game(900,800, "A Way Home")

#Graphic Set Up

logo = Image("A-Way-Home.png",game)

howtoplay = Image("How-To-Play.png",game)

play = Image("play.png",game)

bk = Image("1.jpg",game)

bk.resizeTo(1000,1000)

mc = Animation("mc2.png",8,game,196/4,176/2)

mc.resizeBy(100)

mc.moveTo(50,700)

ms = Image("mine\_shaft.png",game)

ms.resizeBy(20)

keyboard = Image("keyboard.png",game)

arrow = Image("arrow.png",game)

arrow.resizeBy(-80)

back = Image("Back.png",game)

js = Animation("Jem.png",6,game,90/3,104/2)

js.resizeBy(550)

js.moveTo(830,650)

#Story Graphics

story = Image("Story.png",game)

sb = Image("Story Bg.png",game)

ssb1 = Image("speechbubble1.gif",game)

ssb1.moveTo(223,420)

ssb2 = Image("speechbubble2.gif",game)

ssb2.moveTo(200,600)

ssb3 = Image("speechbubble3.gif",game)

ssb3.moveTo(200,405)

ssb4 = Image("speechbubble4.gif",game)

ssb4.moveTo(200,405)

ar = Image("ar.png",game)

ar.moveTo(830,650)

ar.resizeBy(300)

#Graphics - Level 2  
bklv2 = Image("sea2.jpg",game)  
bklv2.resizeTo(900, 800)  
game.setBackground(bklv2)  
boat = Image("boat.png",game)  
key = Image("key.png",game)  
key.moveTo(800,450)  
key.resizeBy(-80)  
key.visible = False  
  
#Cutscreen  
ms = Image("mine\_shaft.png",game)  
ms.resizeTo(900,700)  
cutscreen = Animation("sc.png",8,game,1350/3,1200/3)  
cutscreen.resizeTo(900,700)  
gem = Animation("gem.png",6,game,90/3,104/2)  
gem.moveTo(800,600)  
portal = Image("portal.jpg",game)  
portal.resizeTo(900,700)  
db1 = Image("db1.png",game)  
db1.moveTo(500,700)  
db2 = Image("db2.png",game)  
db2.moveTo(500,700)  
db3 = Image("db3.png",game)  
db3.moveTo(500,700)  
db4 = Image("db4.png",game)  
db4.moveTo(500,700)  
db5 = Image("db5.png",game)  
db5.moveTo(500,700)  
db6 = Image("db6.png",game)  
db6.moveTo(500,700)  
db7 = Image("db7.png",game)  
db7.moveTo(500,700)  
db8 = Image("db8.png",game)  
db8.moveTo(500,700)  
db9 = Image("db9.png",game)  
db9.moveTo(500,700)  
db10 = Image("db10.png",game)  
db10.moveTo(500,700)  
db11 = Image("db11.png",game)  
db11.moveTo(500,700)  
  
#Character  
mclv2 = Image("mc2.png",game)  
mclv2.resizeBy(40)  
mclv2.moveTo(50,450)  
mc2 = Animation("girl.png",8,game,196/4,176/2)  
mc2.resizeBy(240)  
mc2.moveTo(50,600)  
mc3 = Image("mc2.png",game)  
mc3.resizeBy(240)  
mc3.moveTo(100,600)  
happy = Image("happy.png",game)  
happy.moveTo(850,600)  
  
#Fish Setup  
fish = []  
for index in range(20):  
 fish.append( Image("fish.png",game))  
  
for index in range(20):  
 x = randint(50,850)  
 y = randint(400,900)  
 s = randint(1,5)  
 fish[index].setSpeed(s,360)  
 fish[index].moveTo(x,y)  
 fish[index].resizeBy(-65)  
  
#Cat Setup 1  
cat = []  
for index in range(7):  
 cat.append( Animation("cat.png",7,game,720/2,964/4))  
  
for index in range(7):  
 x = randint(50,800)  
 y = randint(100,850)  
 s = randint(2,6)  
 cat[index].moveTo(x, -y)  
 cat[index].setSpeed(s,180)  
 cat[index].resizeBy(-40)  
  
#Cat Setup 2  
cat2 = []  
for index in range(3):  
 cat2.append( Animation("cat.png",7,game,720/2,964/4))  
  
for index in range(3):  
 x = randint(50,850)  
 y = randint(100,850)  
 s = randint(2,6)  
 cat2[index].moveTo(x, -y)  
 cat2[index].setSpeed(s,180)  
 cat2[index].resizeBy(-40)

#Level 4 - Graphics

title = Image("A-Way-Home.png",game)

level4 = Image("Level-4.png",game)

level4.moveTo(150,50)

level5 = Image("Level-5.png",game)

level5.moveTo(150,50)

mclvl4 = Animation("scientist.png",3,game,196/4,176/2)

mclvl4.resizeBy(50)

fish = Image("fish.png",game)

cat = Image("cat.png",game)

door = Image("door.png",game)

kee = Image("key.png",game)

kee.resizeTo(200,100)

key2 = Image("keys.png",game)

key.resizeBy(5)

#Sound

ct = Sound("Rudy.wav",1)

music = Sound("Power Bots Loop.wav",2)

bm = Sound("Fantasy Game Loop.wav",1)

#Falling Rocks

rock = []

for index in range (30):

rock.append( Image("Rocks.png",game))

for index in range (30):

x = randint(100,900)

y = randint(100,900)

s = randint(1,10)

rock[index].setSpeed(s,180)

rock[index].resizeBy(-90)

rock[index].moveTo(x,-y)

#Start Up Screen

while not game.over:

game.processInput()

bk.draw()

logo.draw()

logo.moveTo(450,300)

howtoplay.draw()

howtoplay.moveTo(450,600)

play.draw()

play.moveTo(450,500)

js.draw()

mc.draw()

mc.stop()

bm.play()

if howtoplay.collidedWith(mouse) and mouse.LeftClick:

game.over = True

keyboard.draw()

arrow.draw()

back.draw()

back.moveTo(110,60)

arrow.moveTo(685,650)

game.drawText("To move the character, you have to use the up, down, right, left arrows. To throw, press the spacebar", 100,700)

game.update(30)

game.over = False

#How to play Set up Screen

while not game.over:

game.processInput()

game.clearBackground()

keyboard.draw()

arrow.draw()

back.draw()

back.moveTo(110,60)

arrow.moveTo(685,650)

game.drawText("To move the character, you have to use the up, down, right, left arrows. To throw, press the spacebar", 100,700)

if back.collidedWith(mouse) and mouse.LeftClick:

game.over = True

game.update(30)

game.over = False

#Back to Start Screen

while not game.over:

game.processInput()

game.clearBackground()

bk.draw()

logo.draw()

logo.moveTo(450,300)

howtoplay.draw()

howtoplay.moveTo(450,700)

play.draw()

play.moveTo(450,600)

js.draw()

mc.draw()

if play.collidedWith(mouse) and mouse.LeftClick:

game.over = True

game.update(30)

game.over = False

timeframe = 0

while not game.over:

game.processInput()

game.clearBackground()

sb.draw()

mc.draw()

mc.stop()

timeframe += 0.5

print(timeframe)

if timeframe >= 0 and timeframe <= 100:

ssb1.draw()

elif timeframe >= 100 and timeframe <= 200:

ssb2.draw()

elif timeframe >= 200 and timeframe <= 300:

ssb3.draw()

elif timeframe >= 300 and timeframe <= 400:

ssb4.draw()

elif timeframe >= 500 and timeframe <= 600:

ar.draw()

if ar.colliededWit(mouse):

game.over =True

game.update(30)

game.over = False

#Level 1

while not game.over:

game.processInput()

game.clearBackground()

ms.draw()

mc.draw()

mc.stop()

js.draw()

for index in range(30):

rock[index].move()

if rock[index].collidedWith(mc2):

mc.health -=10

rock[index].visible = False

#Hero Control

if keys.Pressed[K\_LEFT]:

mc.prevFrame()

mc.x -=5

if keys.Pressed[K\_RIGHT]:

mc.nextFrame()

mc.x +=5

if keys.Pressed[K\_UP]:

mc.prevFrame()

mc.y -=5

if keys.Pressed[K\_DOWN]:

mc.nextFrame()

mc.y +=5

if mc.health < 5:

game.over = True

game.drawText("Health" + str(mc.health),mc.x, mc.y +80)

if mc.collidedWith(js):

game.over = True

game.update(30)

game.over = False

#CutScreen  
timeframe = 0  
while not game.over:  
 game.processInput()  
 game.clearBackground()  
 timeframe += 0.5  
 print(timeframe)  
  
 portal.draw()  
 mc3.draw()

happy.draw()  
  
 if timeframe >=0 and timeframe <=100:  
 db1.draw()

happy.visible = False  
 elif timeframe >=100 and timeframe <=200:  
 db2.draw()  
 mc3.visible = False  
 elif timeframe >=200 and timeframe <=300:  
 db3.draw()  
 mc3.visible = True  
 happy.visible = False  
 elif timeframe >=300 and timeframe <=400:  
 db4.draw()  
 happy.visible = True  
 mc3.visible = False  
 elif timeframe >=400 and timeframe <=500:  
 db5.draw()  
 happy.visible = True  
 mc3.visible = False  
 elif timeframe >=500 and timeframe <=600:  
 db6.draw()  
 mc3.visible = True  
 happy.visible = False  
 elif timeframe >=600 and timeframe <=700:  
 db7.draw()  
 mc3.visible = True  
 happy.visible = False  
 elif timeframe >=700 and timeframe <=800:  
 db8.draw()  
 happy.visible = True  
 mc3.visible = False  
 elif timeframe >=800 and timeframe <=900:  
 db9.draw()  
 happy.visible = True  
 mc3.visible = False  
 elif timeframe >=900 and timeframe <=1000:  
 db10.draw()  
 happy.visible = True  
 mc3.visible = False  
 elif timeframe >=1000 and timeframe <=1100:  
 db11.draw()  
 mc3.visible = True  
 happy.visible = False  
 elif timeframe >=1100 and timeframe <=1150:  
 game.over = True  
   
 game.update(30)  
game.over = False  
  
#level 2 - catching fish  
fishcount = 0  
catpassed = 0   
while not game.over:  
 game.processInput()  
 game.scrollBackground("left",2)  
  
 mclv2.draw()  
  
 #Cat 1   
 for index in range(7) :  
 cat[index].move()  
 if cat[index].collidedWith(mclv2) or cat[index].collidedWith(boat):  
 rudy.play()  
 mclv2.health -= 10  
 cat[index].visible = False  
 catpassed += 1  
  
 if cat[index].isOffScreen("bottom") and cat[index].visible:  
 cat[index].visible = False  
 catpassed += 1  
  
 #Cat 2  
 for index in range(3):  
 cat2[index].moveTowards(mc,5)  
 if cat2[index].collidedWith(mc):  
 rudy.play()  
 mclv2.health -= 5  
 cat2[index].visible = False  
 catpassed += 1  
   
 #Fish  
 for index in range(20):  
 fish[index].move()  
   
 if fish[index].y < 350:  
 s = randint(1,5)  
 fish[index].setSpeed(s,180)  
 fish[index].move()  
  
 if fish[index].collidedWith(mclv2) or fish[index].collidedWith(boat):  
 fishcount += 1  
 fish[index].visible = False  
  
 if fish[index].isOffScreen("bottom") and fish[index].visible:  
 fish[index].visible = False  
   
 #Mc control  
 if keys.Pressed[K\_LEFT]:  
 mclv2.x -= 8  
  
 if keys.Pressed[K\_RIGHT]:  
 mclv2.x += 8  
  
 if keys.Pressed[K\_UP]:  
 mclv2.y -= 8  
  
 if keys.Pressed[K\_DOWN]:  
 mclv2.y += 8  
  
 boat.moveTo(mclv2.x,mclv2.y+45)  
  
 if mclv2.health < 1:  
 game.over = True  
   
 if catpassed == 10:  
 key.draw()  
 key.visible = True  
  
 if key.collidedWith(mclv2):  
 game.over = True  
   
 game.drawText("Fish Collected:"+str(fishcount),mc.x, mc.y +100)  
 game.drawText("Health:" + str(mc.health),mc.x,mc.y + 75)  
 game.update(30)

game.over = False

#door Setup

door = []

for index in range(50):

door.append( Image("door.png",game))

door[index].resizeBy(-70)

bklv3 = Image("beach.jpg",game)

game.setBackground(bklv3)

bklv3.resizeTo(900,800)

#Level 4

catPassed = 0

while not game.over:

game.processInput()

game.scrollBackground("left",2)

level4.draw()

mclvl4.draw()

mclvl4.stop()

cat[index].draw()

music.play()

for index in range(50):

x = randint (300,600)

y = randint(450,1300)

cat[index].moveTowards(fish,5)

cat[index].moveTowards(mclvl4,2)

fish.moveTo(x , y)

if keys.Pressed[K\_SPACE]:

fish.draw()

fish.resizeTo(70,70)

fish.visible = True

if cat[index].collidedWith(fish):

fish.visible = False

ct.play()

cat[index].visible = False

if cat[index].collidedWith(mclvl4):

mclvl4.health -= 10

ct.play()

cat[index].visible = False

if mclvl4.health <= 3:

Game.over = True

if cat[index].isOffScreen("bottom") and cat[index].visible:

catPassed += 1

cat[index].visible = False

if catPassed >= 10:

key.draw()

key.moveTo(550,450)

if key.collidedWith(mclvl4):

key.draw()

key.moveTo(550,450)

game.over = False

#mc Control

if keys.Pressed[K\_UP]:

mclvl4.y -= 8

if keys.Pressed[K\_DOWN]:

mclvl4.y += 8

if keys.Pressed[K\_RIGHT]:

mclvl4.x += 8

if keys.Pressed[K\_LEFT]:

mclvl4.x -= 8

if mclvl4.health < 1:

game.over = True

game.drawText("Health: " + str(mc.health),mclvl4.x - 20,mclvl4.y + 50)

game.drawText("Press Space To Release Fish " + str(),300, 100)

game.update(30)

game.over= False

#Level 5

while not game.over:

game.processInput()

game.clearBackground()

mclvl4.draw()

mclvl4.stop()

door[index].moveTo(800,400)

kee.moveTo(675,100)

if mclvl4.collidedWith(door[index]):

game.over = True

#mc Control

if keys.Pressed[K\_UP]:

mclvl4.y -= 8

if keys.Pressed[K\_DOWN]:

mclvl4.y += 8

if keys.Pressed[K\_RIGHT]:

mclvl4.x += 8

if keys.Pressed[K\_LEFT]:

mclvl4.x -= 8

game.drawText("Health: " + str(mc.health),mclvl4.x - 20,mclvl4.y + 50)

game.update(30)

game.over = False

#The End

while not game.over:

game.processInput()

game.clearBackground()

game.drawText("Game Over " + str(),400,300)

game.update(30)

game.quit()