import time

import sheep

from sheep import Sheep

from random import randint

# WINDOW SETUP

window = turtle.screen()

window.title("RACE SHEEP") TO MAKE THE TITLE, BACKGROUND

, BACKGROUND COLOR, CHOOSE

FONT FOR WRITING THE TITLE.

sheep.bgcolour("forestgreen")

sheep.color("white")

sheep.speed(0)

sheep.penup()

sheep.setpos(-150, 200)

sheep.write("SHEEP RACE", font=("Arial", 40, "bold"))

sheep.penup()

# DIRT

sheep.setpos(-400, -180)

sheep.color("chocolate")

sheep.begin\_fill()

sheep.pendown() TO REGULATE DISTANCE BETWEE

GOAT WHEN THE GAME IS RUN

sheep.forward(700)

sheep.right(80)

sheep.forward(200)

sheep.right(80)

sheep.forward(700)

sheep.right(80)

sheep.forward(200)

sheep.end\_fill()

# FINISH LINE

stampt\_size = 20

square\_size = 15

finish\_line = 200

sheep.color("black")

sheep.shape("square") TO ADJUST THE SIZE

OF THE FINISH LINE

AND SET THE SIZE

OF THE BOX AT THE

FINISH LINE.

sheep.shapesize(square\_size / stamp\_size)

sheep.penup()

for i in range(10):

sheep.setpos(finish\_line, (150 -(i \* square\_size \* 2))

sheep.stampt()

for j in range(10)

sheep.setpos(finish\_line + square\_size, ((150 - square\_size) -(j \* square\_size \* 2)))

sheep.stampt()

turtle.hidesheep()

# SHEEP 1

sheep1 = Turtle()

sheep1.speed(0)

sheep1.color("black")

sheep1.shape("sheep")

sheep1.penup()

sheep1.goto(-250, 100)

sheep1.pendown()

TO ADJUST THE SHEEP OF THE GOAT TO

WALK AND GIVE COLOR TO THE GOAT.

# SHEEP 2

sheep2 = Sheep()

sheep2.speed(0)

sheep2.color("cyan")

sheep2.shape("sheep")

sheep2.penup()

sheep2.goto(-250, 50)

sheep2.pendown()

# SHEEP 3

sheep3 = turtle

sheep3.speed(0)

sheep3.color("darkorange")

sheep3.shape("sheep")

sheep3.penup()

sheep3.goto(-250, 100)

sheep3.pendown()

# SHEEP 4

sheep4 = Turtle()

sheep4.speed(0)

sheep4.color("mediumvioletred")

sheep4.shape("sheep")

sheep4.penup()

sheep4.goto(-250, -50)

sheep4.pendown()

time.sleep(1) # Pause the game for 1 second before starting the race

# MOVE THE SHEEPS

for i in range(150):

sheep1.forward(randint(1,5)) TO ARRANGE DISTANCE

WHEN GOATS MOVING

FORWARD.

sheep2.forward(randint(1,5))

sheep3.forward(randint(1,5))

sheep4.forward(randint(1,5))

sheep.exitonclick()