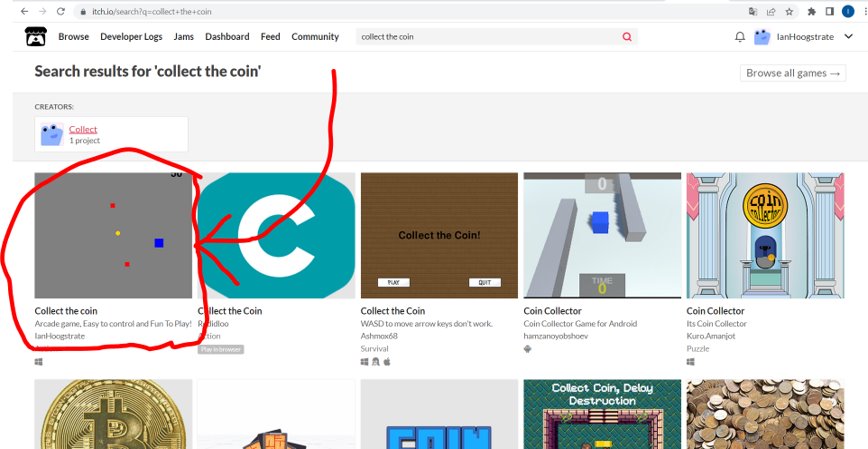
**Collect the coin**

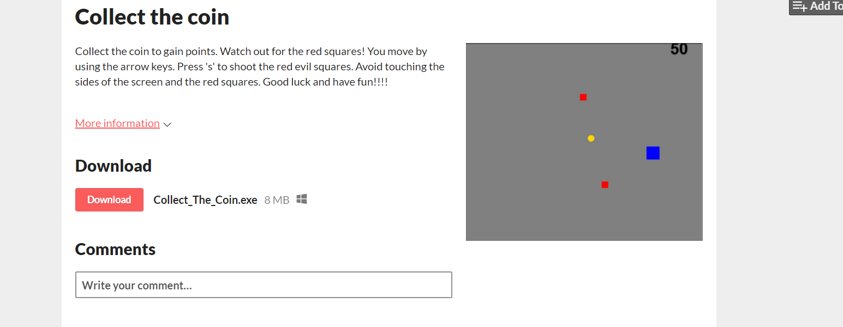
Spelregels:

* Druk op ‘spatie’ om te beginnen.
* Bestuur het blauwe vierkant (aka man) met de pijltjes toetsen.
* Verzamel de gouden muntjes om je scoren te verhogen, elk muntje is 10 punten waard.
* Ontwijk de rode vierkantjes (aka badman’s) anders is het GAME OVER.
* Bots niet tegen de randen van het scherm anders is het ook weer GAME OVER.
* Druk op ‘S’ om te schieten.
* Raak je een badman met je kogel dan verdwijnt deze badman en verschijnt hij weer op een nieuwe plaats op het speelbord.
* Na elke 50 punten komt er een nieuwe badman bij, tot maximaal 7.
* Probeer een zo hoog mogelijke score te behalen.

How to download:

Volg deze Link: <https://ianhoogstrate.itch.io/collect-the-coin> en ga naar stap 3.

Of   
Stap 1) Ga naar itch.io en zoek naar “Collect the coin’’.  
stap 2) Klik op “Collect the coin by IanHoogstrate”.  
stap 3) Druk op download.



Stap 4) Open het .exe bestand en je bent klaar om te spelen.

**Code:**

import random

import turtle as t

t.bgcolor('grey')

man = t.Turtle()

man.shape('square')

man.color('blue')

man.speed(0)

man.penup()

man.hideturtle()

bullet = t.Turtle()

bullet.shape('square')

bullet.color('yellow')

bullet.speed(0)

bullet.penup()

bullet.hideturtle()

badman = t.Turtle()

badman.shape('square')

badman.color('red')

badman.speed(0)

badman.penup()

badman.hideturtle()

badman2 = t.Turtle()

badman2.shape('square')

badman2.color('red')

badman2.speed(0)

badman2.penup()

badman2.hideturtle()

badman3 = t.Turtle()

badman3.shape('square')

badman3.color('red')

badman3.speed(0)

badman3.penup()

badman3.hideturtle()

badman4 = t.Turtle()

badman4.shape('square')

badman4.color('red')

badman4.speed(0)

badman4.penup()

badman4.hideturtle()

badman5 = t.Turtle()

badman5.shape('square')

badman5.color('red')

badman5.speed(0)

badman5.penup()

badman5.hideturtle()

badman6 = t.Turtle()

badman6.shape('square')

badman6.color('red')

badman6.speed(0)

badman6.penup()

badman6.hideturtle()

badman7 = t.Turtle()

badman7.shape('square')

badman7.color('red')

badman7.speed(0)

badman7.penup()

badman7.hideturtle()

coin = t.Turtle()

coin.shape('circle')

coin.color('gold')

coin.penup()

coin.hideturtle()

coin.speed(0)

spel\_gestart = False

tekst\_turtle = t.Turtle()

tekst\_turtle.write('Druk SPATIE om te beginnen', align='center',\

font=('Arial', 16, 'bold'))

tekst\_turtle.hideturtle()

score\_turtle = t.Turtle()

score\_turtle.hideturtle()

score\_turtle.speed(0)

def buiten\_venster(man):

muur\_links = -t.window\_width() / 2

muur\_rechts = t.window\_width() / 2

muur\_boven = t.window\_height() / 2

muur\_onder = -t.window\_height() / 2

(x, y) = man.pos()

buiten = \

x< muur\_links or \

x> muur\_rechts or \

y< muur\_onder or \

y> muur\_boven

return buiten

def game\_over():

man.color('red')

coin.color('grey')

t.penup()

t.hideturtle()

t.color('red')

t.write('GAME OVER!', align='center', font=('Arial', 30, 'normal'))

def toon\_score(huidige\_score):

score\_turtle.clear()

score\_turtle.penup()

x = (t.window\_width() / 2) - 50

y = (t.window\_height() / 2) - 50

score\_turtle.setpos(x, y)

score\_turtle.write(str(huidige\_score), align='right', \

font=('ARIAL', 40, 'bold'))

def plaats\_coin():

coin.ht()

coin.setx(random.randint(-200, 200))

coin.sety(random.randint(-200, 200))

coin.st()

def plaats\_badman():

(man\_x, man\_y) = man.pos()

badman.ht()

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

while abs(proposed\_x - man\_x) < 40 and abs(proposed\_y - man\_y) < 40:

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

badman.setx(proposed\_x)

badman.sety(proposed\_y)

badman.st()

def plaats\_badman2():

(man\_x, man\_y) = man.pos()

badman2.ht()

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

while abs(proposed\_x - man\_x) < 40 and abs(proposed\_y - man\_y) < 40:

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

badman2.setx(proposed\_x)

badman2.sety(proposed\_y)

badman2.st()

def plaats\_badman3():

(man\_x, man\_y) = man.pos()

badman3.ht()

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

while abs(proposed\_x - man\_x) < 40 and abs(proposed\_y - man\_y) < 40:

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

badman3.setx(proposed\_x)

badman3.sety(proposed\_y)

badman3.st()

def plaats\_badman4():

(man\_x, man\_y) = man.pos()

badman4.ht()

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

while abs(proposed\_x - man\_x) < 40 and abs(proposed\_y - man\_y) < 40:

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

badman4.setx(proposed\_x)

badman4.sety(proposed\_y)

badman4.st()

def plaats\_badman5():

(man\_x, man\_y) = man.pos()

badman5.ht()

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

while abs(proposed\_x - man\_x) < 40 and abs(proposed\_y - man\_y) < 40:

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

badman5.setx(proposed\_x)

badman5.sety(proposed\_y)

badman5.st()

def plaats\_badman6():

(man\_x, man\_y) = man.pos()

badman6.ht()

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

while abs(proposed\_x - man\_x) < 40 and abs(proposed\_y - man\_y) < 40:

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

badman6.setx(proposed\_x)

badman6.sety(proposed\_y)

badman6.st()

def plaats\_badman7():

(man\_x, man\_y) = man.pos()

badman7.ht()

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

while abs(proposed\_x - man\_x) < 40 and abs(proposed\_y - man\_y) < 40:

proposed\_x = random.randint(-200, 200)

proposed\_y = random.randint(-200, 200)

badman7.setx(proposed\_x)

badman7.sety(proposed\_y)

badman7.st()

def schiet():

schiet = True

(x, y) = man.pos()

bullet.ht()

bullet.setx(x)

bullet.sety(y)

bullet.st()

bullet\_snelheid = 50

bullet.lenght = 1.5

bullet.showturtle()

while True:

if man.heading() == 0:

bullet.setheading(0)

if man.heading() == 90:

bullet.setheading(90)

if man.heading() == 180:

bullet.setheading(180)

if man.heading() == 270:

bullet.setheading(270)

bullet.forward(bullet\_snelheid)

man.forward(0)

if bullet.distance(badman) < 30 :

plaats\_badman()

if bullet.distance(badman2) < 30 and score > 40 :

plaats\_badman2()

if bullet.distance(badman3) < 30 and score > 90 :

plaats\_badman3()

if bullet.distance(badman4) < 30 and score > 140 :

plaats\_badman4()

if bullet.distance(badman5) < 30 and score > 190 :

plaats\_badman5()

if bullet.distance(badman6) < 30 and score > 240 :

plaats\_badman6()

if bullet.distance(badman7) < 30 and score > 290 :

plaats\_badman7()

if buiten\_venster(bullet):

return

def start\_spel():

global spel\_gestart

global score

if spel\_gestart:

return

spel\_gestart = True

score = 0

tekst\_turtle.clear()

man\_snelheid = 2

man\_lengte = 2

man.shapesize(2, man\_lengte, 2)

man.showturtle()

toon\_score(score)

plaats\_coin()

plaats\_badman()

while True:

man.forward(man\_snelheid)

if man.distance(coin) < 20 :

plaats\_coin()

score = score + 10

toon\_score(score)

plaats\_badman()

if score > 40 :

plaats\_badman2()

if score > 90 :

plaats\_badman3()

if score > 140 :

plaats\_badman4()

if score > 190 :

plaats\_badman5()

if score > 240 :

plaats\_badman6()

if score > 290 :

plaats\_badman7()

if buiten\_venster(man):

game\_over()

break

if man.distance(badman) < 30 :

game\_over()

break

if man.distance(badman2) < 30 and score > 40 :

game\_over()

break

if man.distance(badman3) < 30 and score > 90 :

game\_over()

break

if man.distance(badman4) < 30 and score > 140 :

game\_over()

break

if man.distance(badman5) < 30 and score > 190 :

game\_over()

break

if man.distance(badman6) < 30 and score > 240 :

game\_over()

break

if man.distance(badman7) < 30 and score > 290 :

game\_over()

break

def naar\_boven():

if man.heading() == 0 or man.heading() == 180:

man.setheading(90)

def naar\_onder():

if man.heading() == 0 or man.heading() == 180:

man.setheading(270)

def naar\_links():

if man.heading() == 90 or man.heading() == 270:

man.setheading(180)

def naar\_rechts():

if man.heading() == 90 or man.heading() == 270:

man.setheading(0)

t.onkey(start\_spel, 'space')

t.onkey(naar\_boven, 'Up')

t.onkey(naar\_rechts, 'Right')

t.onkey(naar\_onder, 'Down')

t.onkey(naar\_links, 'Left')

t.onkey(schiet, 's')

t.listen()

t.mainloop()