from pygame import \*

*class* GameSprite(*sprite*.*Sprite*):

*def* \_\_init\_\_(*self*, *player\_image*, *player\_x*, *player\_y*, *size\_x*, *size\_y*):

        sprite.Sprite.\_\_init\_\_(self)

        self.image = transform.scale(image.load(player\_image), (size\_x, size\_y))

        self.rect = self.image.get\_rect()

        self.rect.x = player\_x

        self.rect.y = player\_y

*def* reset(*self*):

        window.blit(self.image, (self.rect.x, self.rect.y))

*class* Player(*GameSprite*):

*def* \_\_init\_\_(*self*, *player\_image*, *player\_x*, *player\_y*, *size\_x*, *size\_y*, *player\_x\_speed*,*player\_y\_speed*):

        GameSprite.\_\_init\_\_(self, player\_image, player\_x, player\_y,size\_x, size\_y)

        self.x\_speed = player\_x\_speed

        self.y\_speed = player\_y\_speed

*def* update(*self*):

        self.rect.x += self.x\_speed

        self.rect.y += self.y\_speed

win\_width = 700

win\_height = 500

display.set\_caption("Лабиринт")

window = display.set\_mode((win\_width, win\_height))

back = (119, 210, 223)

barriers = sprite.Group()

w1 = GameSprite('platform\_h.png',win\_width / 2 - win\_width / 3, win\_height / 2, 300, 50)

w2 = GameSprite('platform\_v.png', 370, 100, 50, 400)

barriers.add(w1)

barriers.add(w2)

packman = Player('hero.png', 5, win\_height - 80, 80, 80, 0, 0)

monster = GameSprite('cyborg.png', win\_width - 80, 180, 80, 80)

final\_sprite = GameSprite('pac-1.png', win\_width - 85, win\_height - 100, 80, 80)

finish = False

run = True

while run:

    time.delay(50)

    for e in event.get():

        if e.type == QUIT:

            run = False

        elif e.type == KEYDOWN:

            if e.key == K\_LEFT:

                packman.x\_speed = -5

            elif e.key == K\_RIGHT:

                packman.x\_speed = 5

            elif e.key == K\_UP :

                packman.y\_speed = -5

            elif e.key == K\_DOWN :

                packman.y\_speed = 5

        elif e.type == KEYUP:

            if e.key == K\_LEFT :

                packman.x\_speed = 0

            elif e.key == K\_RIGHT:

                packman.x\_speed = 0

            elif e.key == K\_UP:

                packman.y\_speed = 0

            elif e.key == K\_DOWN:

                packman.y\_speed = 0

    if not finish:

        window.fill(back)

        barriers.draw(window)

        monster.reset()

        final\_sprite.reset()

        packman.reset()

        packman.update()

        if sprite.collide\_rect(packman, monster):

            finish = True

            img = image.load('game-over\_1.png')

            d = img.get\_width() // img.get\_height()

            window.fill((255, 255, 255))

            window.blit(transform.scale(img, (win\_height \* d, win\_height)), (90, 0))

        if sprite.collide\_rect(packman, final\_sprite):

            finish = True

            img = image.load('thumb.jpg')

            window.fill((255, 255, 255))

            window.blit(transform.scale(img, (win\_width, win\_height)), (0, 0))

    display.update()