import pygame

from random import randint

pygame.init()

X = 1366

Y= 768

red = (255,0,0)

black = (0,0,0)

green = (0,255,0)

window = pygame.display.set\_mode((X, Y))#making the window

menuBackground = [pygame.image.load('Images/MenuBackground.png').convert\_alpha()]

run = True

menu = True

chosen = False

option = 0

play = False

class player(object):

def \_\_init\_\_(self, x, y, width, height):

self.x = x

self.y = y

self.width = width

self.height = height

self.vel = 5

def draw(self, window):

print(play)

if play == True:

print('fgwhg')

pygame.draw.rect(window, black, (self.x, self.y, self.width, self.height))

#draws the main character sprite when the game is being played

def MainMenu(window):

#placing all of the text onto the main menu: the 2 options and the title

global option

global chosen

fontNewGame = pygame.font.Font('freesansbold.ttf', 24)#gets the font and size of the text

fontTitle = pygame.font.Font('freesansbold.ttf', 50)

fontContinueGame = pygame.font.Font('freesansbold.ttf', 24)

newGameText = fontNewGame.render('New Game', True, red, black)

continueGameText = fontContinueGame.render('Continue Game', True, red, black)

titleText = fontTitle.render('\*Insert Title Here\*', True, red, black)

textRect = newGameText.get\_rect()

textRect1 = continueGameText.get\_rect()

textRect2 = titleText.get\_rect()

textRect.center = (X//2, Y//2 - 50)

textRect1.center = (X//2, Y//2)

textRect2.center = (X//2, 200)

window.blit(newGameText, textRect)

window.blit(continueGameText, textRect1)

window.blit(titleText, textRect2)

keys = pygame.key.get\_pressed()

# if down is pressed, the marker will move to the continue game option

# if up is pressed, the marker will move to the new game option

if keys[pygame.K\_DOWN] and chosen == False:

option = 2

elif keys[pygame.K\_UP] and chosen == False:

option = 1

# if you use the arrow keys, you can move the marker between the 2 options

if option == 1:

optionNewGame = pygame.draw.polygon(window, red, ((X//2 - 70, Y//2 - 50), (X//2 - 90, Y//2 - 70), (X//2 - 90, Y//2 - 30)))

optionContinueGame = pygame.draw.polygon(window, black, ((X//2 - 100, Y//2), (X//2 - 120, Y//2 - 20), (X//2 - 120, Y//2 + 20)))

elif option == 2:

optionContinueGame = pygame.draw.polygon(window, red, ((X//2 - 100, Y//2), (X//2 - 120, Y//2 - 20), (X//2 - 120, Y//2 + 20)))

optionNewGame = pygame.draw.polygon(window, black, ((X//2 - 70, Y//2 - 50), (X//2 - 90, Y//2 - 70), (X//2 - 90, Y//2 - 30)))

# choosing your option

if keys[pygame.K\_SPACE]:

chosen = True

if chosen == True:

if option == 1:

New(window)

elif option == 2:

Continue()

a = []

a =22

def New(window):

global play

play = True

pygame.draw.rect(window, red,(0, 0, 1366, 768))

redrawGame()

def Continue():

play = True

pygame.draw.rect(window, green,(0, 0, 1366, 768))

def redrawMenu():

window.blit(menuBackground[0], (0,0))#adds the image to the window

def redrawGame():

MC.draw(window)

MC = player(X//2, Y//2, 30, 80)

# main loop

while run == True:

for event in pygame.event.get():

if event.type == pygame.QUIT:

run = False

else:

if menu == True:

redrawMenu()

a = MainMenu(window)

else:

run = False

pygame.display.update()#redraws the current images to the window

pygame.quit()