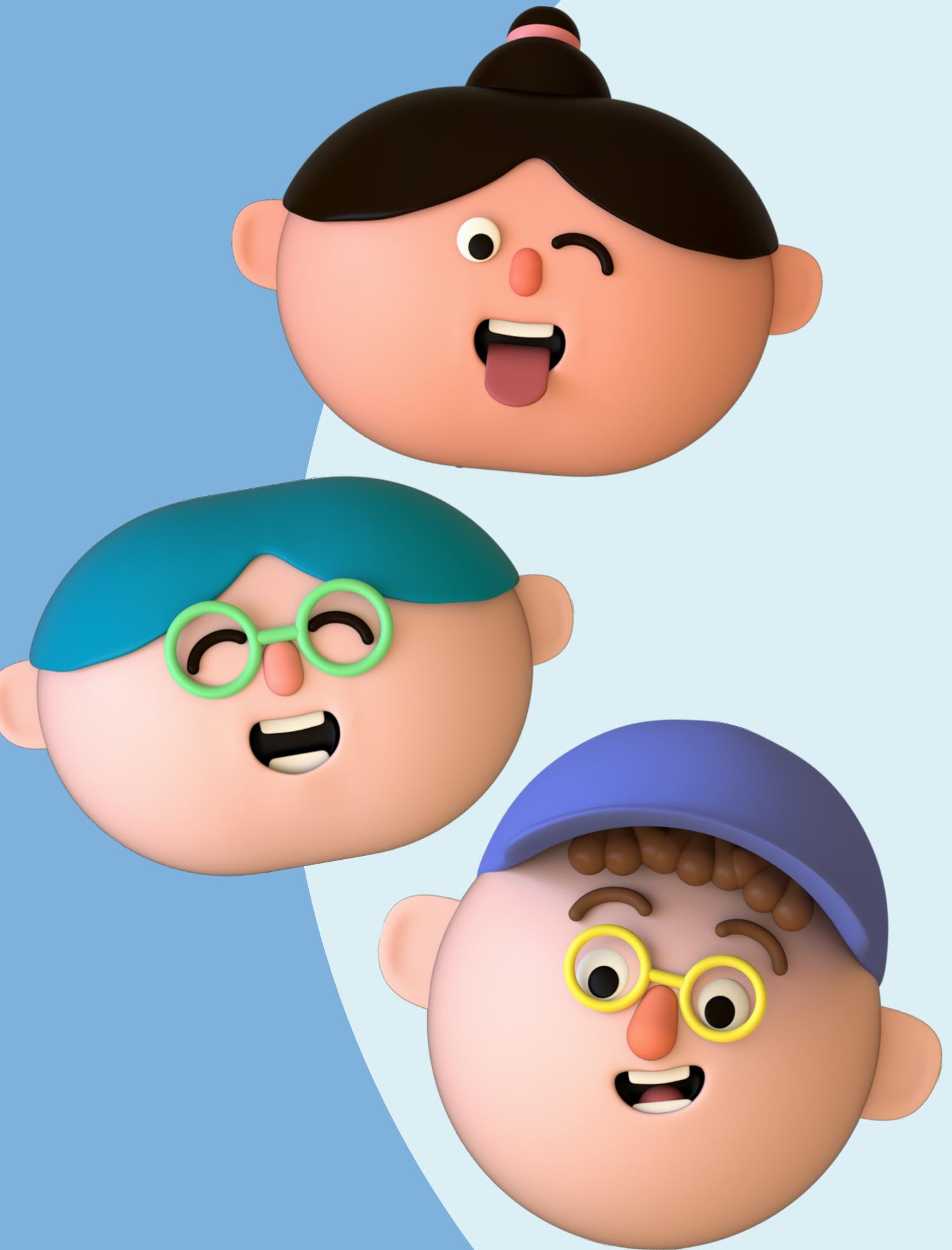




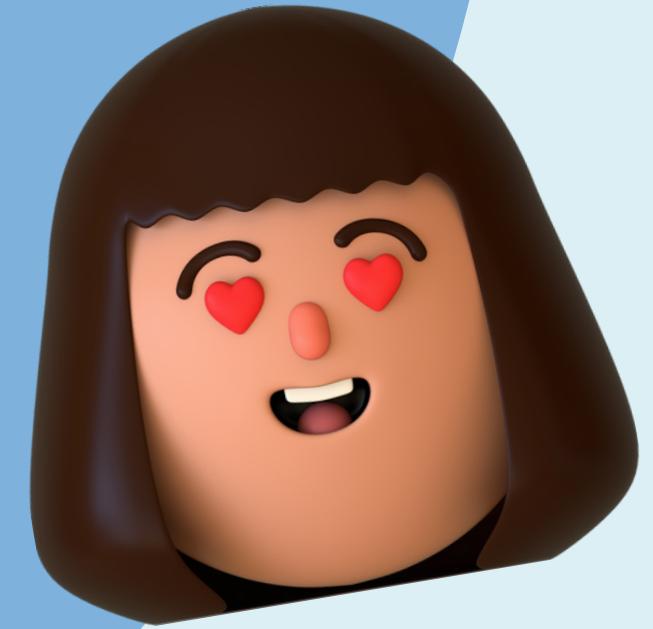
# DINO GAME

Games can be simple and fun



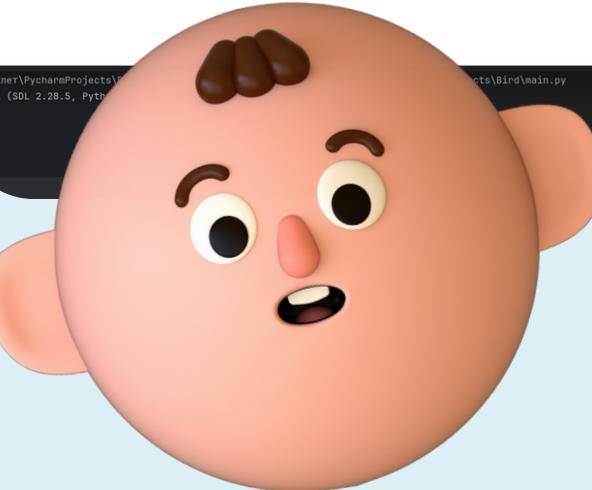


# RULES OF THE GAME

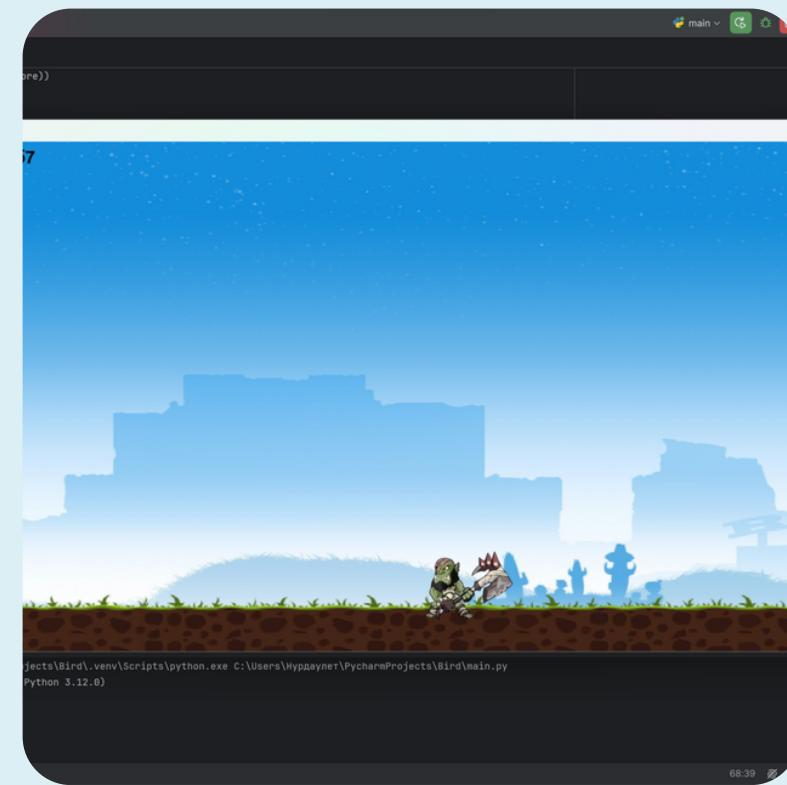


- 1.** Monsters are chasing you and your task is to jump over them, because they are much stronger than you
- 2.** You can move right and left and jump
- 3.** The game doesn't require the internet, but it does require your concentration
- 4.** Решения ведущего являются окончательными.
- 5.** With each escape from the monster, you are credited with 1 point, compete with the Druze!Have fun !

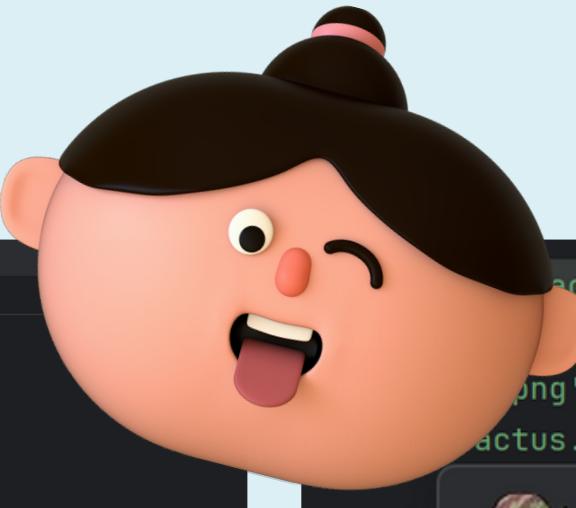




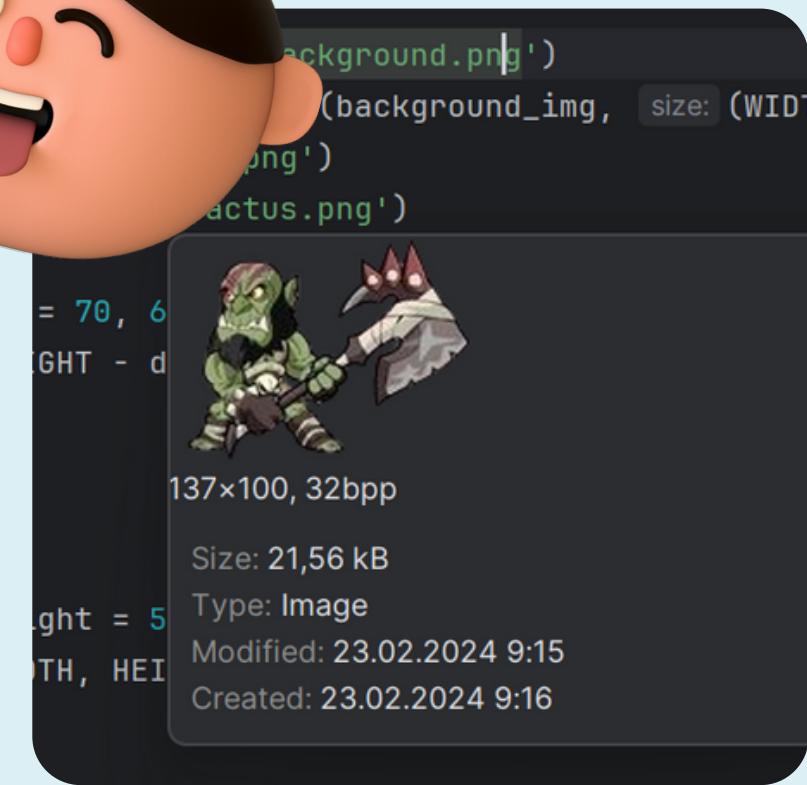
```
file.write(str(score))  
get_record()  
me
```



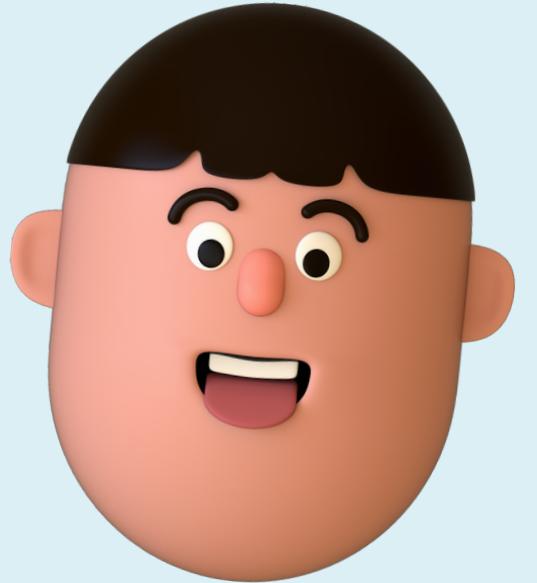
Нажми SPACE чтобы начать или ESC чтобы выйти



```
background_img = pygame.image.load('background.png')  
background_img = pygame.transform.scale(background_img, (WIDTH, HEIGHT))  
dino_img = pygame.image.load('dino.png')  
dino_img = pygame.transform.scale(dino_img, (dino_width, dino_height))  
cactus_img = pygame.image.load('cactus.png')  
cactus_img = pygame.transform.scale(cactus_img, (cactus_width, cactus_height))  
  
dino_width, dino_height = 70, 60  
dino_x, dino_y = 50, HEIGHT - dino_height  
is_jumping = False  
jump_count = 10  
score = 0  
  
cactus_width, cactus_height = 5, 80  
cactus_x, cactus_y = WIDTH, HEIGHT - cactus_height  
cactus_speed = 5  
  
jump_sound = pygame.mixer.Sound('jump_sound.wav')  
point_sound = pygame.mixer.Sound('pointsound.wav')
```

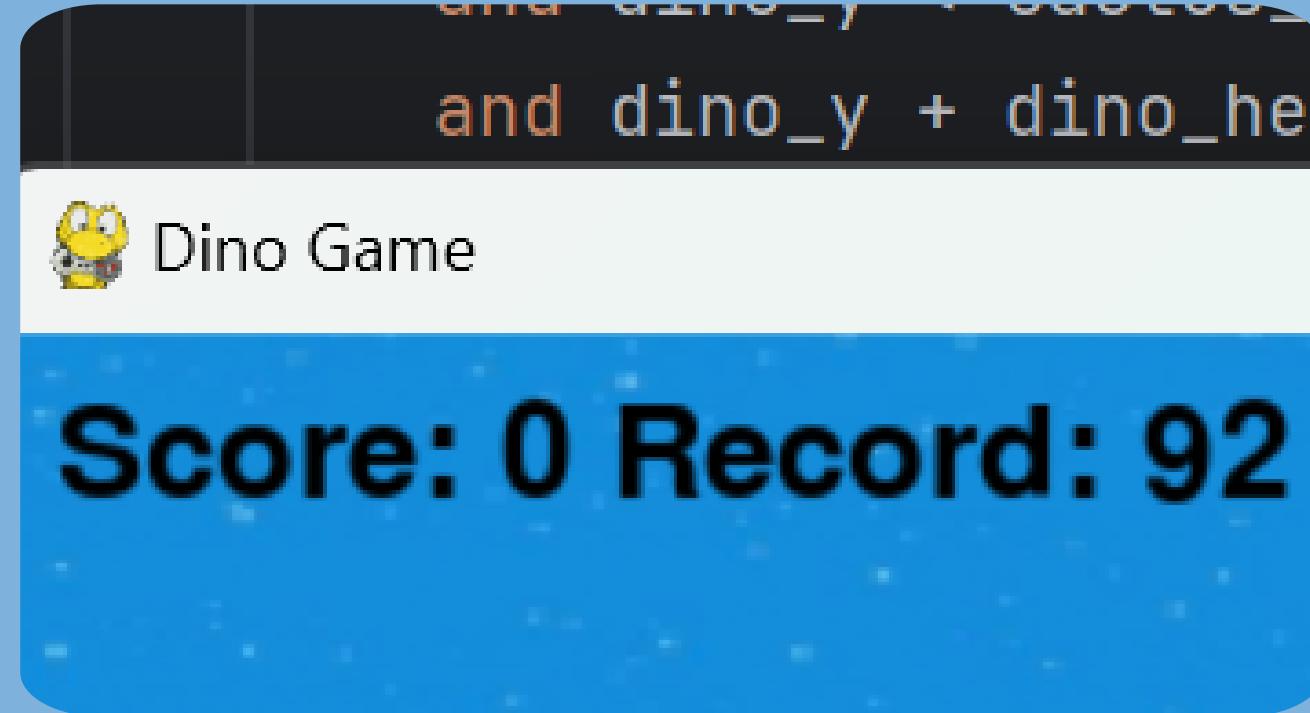


 THE GAME IS DEVELOPED IN PYTHON USING PYGAME





```
main.py
1 import pygame
2 import sys
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100
```



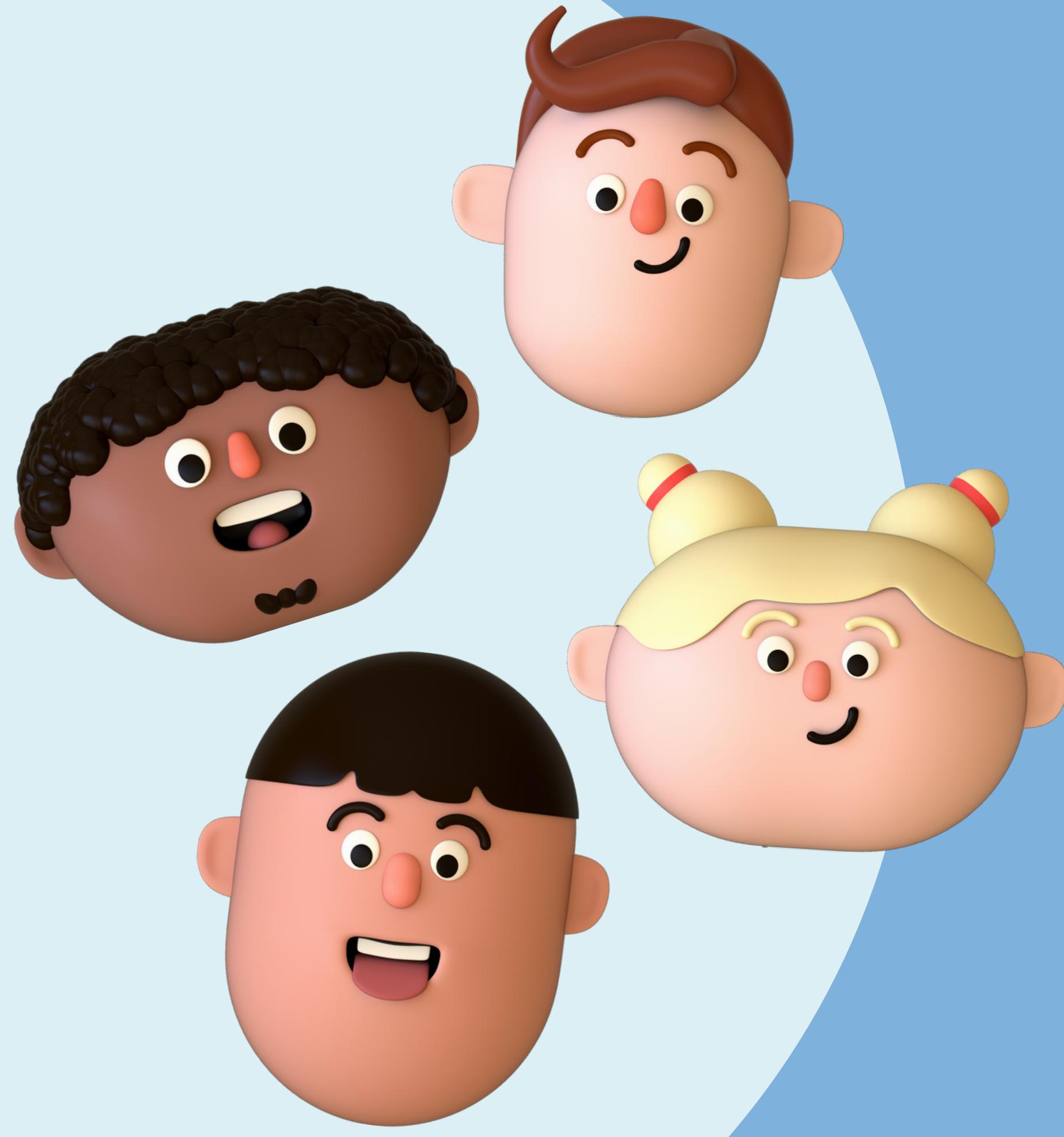
```
main.py
1 import pygame
2 import sys
...
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```

CHARACTERS CAN BE CHANGED, FOR  
EXAMPLE, CHARACTERS ON TOP OF  
EACH OTHER, AND YOU LIKE ON THE  
OTHER

ALSO, THE GAME KEEPS  
RECORDS FOREVER IN  
ITS MEMORY

USED CYCLIC PNG FOR  
BACKGROUND





**THANK YOU FOR  
CHOOSING OUR  
GAME!**

# GAME RESOURCES PAGE

Use these icons in your game. Have fun!



# GAME RESOURCES PAGE

You can also choose  
monsters

