[video rpg](https://www.youtube.com/watch?v=p4fK9BJnIZI)  
  
# Import Bibliotecas

import pygame

import sys

# Definições

mainClock = pygame.time.Clock()

from pygame.locals import \*

pygame.init()

pygame.display.set\_caption('Tela de Entrada')

screen = pygame.display.set\_mode((1000, 700), 0, 32)

font = pygame.font.SysFont(None, 30)

# Definição de Escrita de Texto

def draw\_text(text, font, color, surface, x, y):

textobj = font.render(text, 1, color)

textrect = textobj.get\_rect()

textrect.topleft = (x, y)

surface.blit(textobj, textrect)

click = False

# Definição de ações do Menu Inicial

def main\_menu():

pygame.display.set\_caption('Tela Inicial')

img = pygame.image.load('fundos/planinicial.png').convert()

while True:

screen.blit(img, (0, 0))

mx, my = pygame.mouse.get\_pos()

button\_1 = pygame.Rect(160, 240, 210, 50)

button\_2 = pygame.Rect(150, 360, 210, 50)

button\_3 = pygame.Rect(260, 500, 200, 50)

button\_1\_clicked = False

button\_2\_clicked = False

button\_3\_clicked = False

if button\_1.collidepoint((mx, my)):

pygame.draw.rect(screen, (255, 255, 255), button\_1)

if click:

button\_1\_clicked = True

else:

pygame.draw.rect(screen, (200, 200, 200), button\_1)

if button\_2.collidepoint((mx, my)):

pygame.draw.rect(screen, (255, 255, 255), button\_2)

if click:

button\_2\_clicked = True

else:

pygame.draw.rect(screen, (200, 200, 200), button\_2)

if button\_3.collidepoint((mx, my)):

pygame.draw.rect(screen, (255, 255, 255), button\_3)

if click:

button\_3\_clicked = True

else:

pygame.draw.rect(screen, (200, 200, 200), button\_3)

click = False

for event in pygame.event.get():

if event.type == QUIT:

pygame.quit()

sys.exit()

if event.type == KEYDOWN:

if event.key == K\_ESCAPE:

pygame.quit()

sys.exit()

if event.type == MOUSEBUTTONDOWN:

if event.button == 1:

click = True

pygame.display.update()

mainClock.tick(60)

if button\_1\_clicked:

game()

elif button\_2\_clicked:

options()

elif button\_3\_clicked:

exite()

# Definições dos Submenus dos Botões - Game - Opções - Sair

def game():

running = True

while running:

screen.fill((0, 0, 0))

draw\_text('Meu Jogo', font, (255, 255, 255), screen, 20, 20)

for event in pygame.event.get():

if event.type == QUIT:

pygame.quit()

sys.exit()

if event.type == KEYDOWN:

if event.key == K\_ESCAPE:

running = False

pygame.display.update()

mainClock.tick(60)

def options():

running = True

while running:

screen.fill((0, 0, 0))

draw\_text('Opções', font, (255, 255, 255), screen, 20, 20)

for event in pygame.event.get():

if event.type == QUIT:

pygame.quit()

sys.exit()

if event.type == KEYDOWN:

if event.key == K\_ESCAPE:

running = False

pygame.display.update()

mainClock.tick(60)

def exite():

pygame.quit()

sys.exit()

# Executar o menu principal

main\_menu()