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CLASS-XIC

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# **CERTIFICATE**

# **ACKNOWLEDGEMENT**

# **SYSTEM REQUIREMENTS**

Compatibility: Windows 7 or higher  
LinuxOS

Python Version: 3.5 or higher (Recommended 3.9.0)

RAM: 2GB ( 4 GB Preferable)

Storage: 72 MB

Modules in python: Tkinter module, threading module, random module.

## **Small brief about Modules /** **Operations used**

1. Tkinter: To create basic GUI for game.
  - 1.1 Widgets used: Buttons, entry box, canvas, labels and listbox.
2. Random: To randomise and automate the attack of the opponent. Also, to randomise the damage of the chosen character as well as the opponent.
3. Threading Module: '.wait()' function of class 'Event' used to get a time gap between character attack, opponent attack and score updation for a smoother transition.
4. Basic python functions used: For loop, def()function, lists.

## **PURPOSE OF CREATING THE PROJECT**

The purpose behind this is to consolidate the concepts and practices imparted during the course and as to serve as a record of competence.

# Game CODE

```
# -*- coding: utf-8 -*-
"""
Created on Mon Dec 21 00:21:48 2020
@author: M7J, Shresth, Amol, Arnav
"""

from tkinter import *
from threading import Event
from random import *

#StartScreen
Battle=Tk()
Battle.title("The Final Showdown")
Battle.configure(bg="Black")
Battle.geometry("725x330")
SP= PhotoImage(file="StImg.png")
Battle.iconbitmap("GameIcon.ico")
global GameCnt
global GameWonCnt
GameCnt=0
GameWonCnt=0

global ScrCnt
ScrCnt=0
GamFrame=Label(Battle,height=330,width=599,bd=0,image=SP)
GamFrame.grid(row=0,column=0,rowspan=5,columnspan=1)

#ExitButton
def ExGa():
    global ScrCnt
    global GameScr
    if ScrCnt==0:
        Tk.destroy(Battle)
    else:
        Tk.destroy(GameScr)
```



```

#OptionButton
def OptGa():

    OptionScr=Tk()
    OptionScr.title("The Final Showdown")
    OptionScr.iconbitmap("GameIcon.ico")
    OptionScr.geometry("200x150")

    #BGChange&DimensionChange
    def Bchan():
        A=Bg.get(ANCHOR)
        Battle.configure(bg=str(A))
        B=Dim.get()
        Battle.geometry(str(B))
        Tk.destroy(OptionScr)

    BgL=Label(OptionScr,text="Enter background
colour").grid(row=0,column=0)
    DimL=Label(OptionScr,text="Enter dimensions(720x330)
").grid(row=2,column=0)
    Bg=Listbox(OptionScr,selectmode=SINGLE,height=2)
    Bg.grid(row=1,column=0)

    Col=["Red","Blue","Green","Black","Brown","Pink","Turquoise","Navy","Seagre
en","Cyan","Dark Cyan","MidnightBlue"]
    for i in range(len(Col)):
        Bg.insert(i,Col[i])

    Dim=Entry(OptionScr,width=20)
    Dim.grid(row=3,column=0)

    BgChan=Button(OptionScr,height=2,width=8,text="Change",command=Bchan).grid(
row=4,column=0)

#StartGameButton
def OpGa():
    global ScrCnt
    global GameScr
    if ScrCnt==0:
        Tk.destroy(Battle)
    else:

```

```

Tk.destroy(GameScr)

#FightScreen
GameScr=Tk()
GameScr.geometry("923x480")
GameScr.config(bg="Black")
GameScr.title("The Final Showdown")
GameScr.iconbitmap("GameIcon.ico")

ScrCnt=1

PlMg=Label(GameScr,height=1,width=26,bg="Black",text="Choose your
player wisely
!",font=("playbill",67),fg="#ff0000").grid(row=0,column=0,columnspan=4)

FightScr=Canvas(GameScr,height=300,width=923,highlightthickness=0)
Img=PhotoImage(file="CharIMG\DJ_DeathF.png")
I=FightScr.create_image(0,0,image=Img,anchor=NW)
Img2=PhotoImage(file="CharIMG\PicLassoF.png")
I2=FightScr.create_image(201,0,image=Img2,anchor=NW)
Img3=PhotoImage(file="CharIMG\ZolkaF.png")
I3=FightScr.create_image(377,0,image=Img3,anchor=NW)
Img4=PhotoImage(file="CharIMG\BarbTheVikingF.png")
I4=FightScr.create_image(599,0,image=Img4,anchor=NW)

FightScr.grid(row=1,column=0,columnspan=4)

global Char1S
global Char2S
global Char3S
global Char4S

Char1S=1
Char2S=1
Char3S=1
Char4S=1

def Clear(frame):
    for widget in frame.grid_slaves():
        widget.destroy()
def Clear2(frame):

```

```

        for widget in frame.grid_slaves():
            if str(type(widget))=="<class 'tkinter.Button'>":
                widget.destroy()

    def Ch1():
        Char1B=Button(GameScr,height=1,width=8,text="DJ
Death",command=Ch1,state=DISABLED).grid(row=2,column=0)

        global Char1S
        global Char2S
        global Char3S
        global Char4S
        Char1S=0

        if Char2S==0 or Char3S==0 or Char4S==0:

            Clear(GameScr)

            global djdeath
            global djdeathLabel
            djdeath=PhotoImage(file="CharIMG\DJ DeathF.png")
            WMsgDJ=PhotoImage(file='WMsg\WMsgDJ.png')

            djdeathLabel=Label(GameScr,height=300,width=201,bd=0,image=djdeath)
                djdeathLabel.grid(column=1,row=0)
                Cnt=[44,44,44,74]
                global HHealth
                global OHealth
                HHealth=100
                OHealth=100
                global OHeMe

            OHeMe=Label(GameScr,height=1,width=24,text=str(OHealth)+':Health',font=('playbill',20),bg='black',fg='red',anchor=E)
                OHeMe.grid(row=1,column=1)
                global HeMe

            HeMe=Label(GameScr,height=1,width=21,text='Health:'+str(HHealth),font=("playbill",20),bg='black',fg='green',anchor=W)
                HeMe.grid(row=1,column=0)

```

```

        if Char2S==0:
            LMsgPL=PhotoImage (file='WLMsg\LMsgPL.png')
            GameScr.geometry ("377x420")

            piclasso=PhotoImage (file="CharIMG\PicLassoF.png")

piclassoLabel=Label (GameScr,height=300,width=176,bd=0,image=piclasso)
            piclassoLabel.grid(column=0,row=0)

            PL1='AttackAnimation\PLBoomBox.gif'
            PL2='AttackAnimation\PLShockWaveGrenade.gif'
            PL3='AttackAnimation\PLDeadlyBeat.gif'
            PL4='AttackAnimation\PLMusicalEntrapment.gif'
            PLAttack=[PL1,PL2,PL3,PL4]

            def at1():

                global djdeathLabel
                global djdeath
                attack1=Button (GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
n=0,row=2,pady=5)

                attack2=Button (GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=2,pady=5)

                attack3=Button (GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=0,row=3,pady=5)

                attack4=Button (GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=3,pady=5)

                frameCnt=44

            DJ5=[PhotoImage (file='AttackAnimation\DJBrushAttack.gif',format ='gif -
index %i' %(i)) for i in range(frameCnt)]

            def update(ind):
                frameCnt=44
                if ind==frameCnt:
                    djdeathLabel.configure (image=djdeath)

```

```

        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)
+':Health')

            djdeathLabel.destroy()

WinLabel=Label(GameScr,height=300,width=201,bd=0,image=WMsgDJ).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=PLAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        PL=[PhotoImage(file=At,format='gif' -index
%i' %(i)) for i in range(frameCnt2)]

```

```

        Event().wait(0.5)
    def update2(ind):
        if ind==frameCnt2:
            global HHealth
            global HeMe

            HHealth-=Damage
            if HHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                HHealth=0
                HeMe.configure(text='Health:' +
str(HHealth))

                piclassoLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=176,bd=0,image=LMsgPL)
                LoseLabel.grid(column=0,row=0)
                Event().wait(0.5)
                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
            else:
                HeMe.configure(text='Health:' +
str(HHealth))

piclassoLabel.configure(image=piclasso)

        Event().wait(0.5)

```

```

attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).
grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).gr
id(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).g
rid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL)
.grid(column=1,row=3,pady=5)

                                else:
                                    frame = PL[ind]
                                    ind+=1

piclassoLabel.configure(image=frame)

                                GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:
                                    frame = DJ5[ind]
                                    ind+=1
                                    djdeathLabel.configure(image=frame)
                                    GameScr.after(40,update,ind)
                                GameScr.after(0,update,0)
                                GameScr.mainloop()
def at2():
    global djdeathLabel
    global djdeath

                                attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colum
n=0,row=2,pady=5)

                                attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=2,pady=5)

```

```

        attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=0,row=3,pady=5)

        attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=3,pady=5)

        frameCnt=59

DJ6=[PhotoImage(file='AttackAnimation\DJPaintBomb.gif',format='gif -index
%i' %(i)) for i in range(frameCnt)]

        def update(ind):
            if ind==frameCnt:
                djdeathLabel.configure(image=djdeath)
                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                    djdeathLabel.destroy()

WinLabel=Label(GameScr,height=300,width=201,bd=0,image=WMsgDJ).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

```



```

GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)

else:

OHeMe.configure(text=str(OHealth)+':Health')

OAtN=randint(0,3)
Damage=randint(15,30)
At=PLAttack[OAtN]
frameCnt2=Cnt[OAtN]
PL=[PhotoImage(file=At,format='gif -index
%i' %(i)) for i in range(frameCnt2)]
Event().wait(0.5)

def update2(ind):
    if ind==frameCnt2:
        global HHealth
        global HeMe
        HHealth-=Damage
        if HHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            HHealth=0
            HeMe.configure(text='Health:'+
str(HHealth))

            piclassoLabel.destroy()

LoseLabel=Label (GameScr,height=300,width=176,bd=0,image=LMsgPL)
LoseLabel.grid(column=0,row=0)
Event().wait(0.5)
Clear2 (GameScr)

PlayAgain=Button (GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button (GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('g

```

```

abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health:'+str(HHealth))

piclassoLabel.configure(image=piclasso)
                                Event().wait(0.5)

attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).
grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).gr
id(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).g
rid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL)
.grid(column=1,row=3,pady=5)
                                else:
                                    frame = PL[ind]
                                    ind+=1

piclassoLabel.configure(image=frame)
                                GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:
                                    frame = DJ6[ind]

```

```

        ind+=1
        djdeathLabel.configure(image=frame)
        GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()
def at3():
    global djdeathLabel
    global djdeath
    attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
n=0,row=2,pady=5)
    attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=2,pady=5)
    attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=0,row=3,pady=5)
    attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=3,pady=5)
    frameCnt=59

DJ7=[PhotoImage(file='AttackAnimation\DJLassoDeath.gif',format ='gif -index
%i' %(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:
            djdeathLabel.configure(image=djdeath)
            global OHeMe
            global OHealth
            DamageO=randint(10,30)
            OHealth-=DamageO
            if OHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                GameWonCnt+=1
                OHealth=0
                OHeMe.configure(text=str(OHealth)+
':Health')
            djdeathLabel.destroy()

```

```

WinLabel=Label(GameScr,height=300,width=201,bd=0,image=WMsgDJ).grid(column=
1,row=0)

                                Event().wait(0.5)
                                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)

                                else:

OHeMe.configure(text=str(OHealth)+':Health')

                                OAtN=randint(0,3)
                                Damage=randint(15,30)
                                At=PLAttack[OAtN]
                                frameCnt2=Cnt[OAtN]
                                PL=[PhotoImage(file=At,format='gif -index
%i' %(i)) for i in range(frameCnt2)]
                                Event().wait(0.5)

                                def update2(ind):
                                    if ind==frameCnt2:
                                        global HHealth
                                        global HeMe
                                        HHealth-=Damage
                                        if HHealth<=0:
                                            global GameCnt
                                            global GameWonCnt
                                            GameCnt+=1
                                            HHealth=0

```

```

HeMe.configure(text='Health:'+
str(HHealth))

piclassoLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=176,bd=0,image=LMsgPL)
LoseLabel.grid(column=0,row=0)
Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
else:

HeMe.configure(text='Health:'+str(HHealth))

piclassoLabel.configure(image=piclasso)

Event().wait(0.5)

attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).
grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).gr
id(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).g
rid(column=0,row=3,pady=5)

```

```

attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL)
.grid(column=1,row=3,pady=5)

else:
    frame = PL[ind]
    ind+=1

piclassoLabel.configure(image=frame)

    GameScr.after(40,update2,ind)
    GameScr.after(0,update2,0)
    GameScr.mainloop()

else:
    frame = DJ7[ind]
    ind+=1
    djdeathLabel.configure(image=frame)
    GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()

def at4():
    global djdeathLabel
    global djdeath
    attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
n=0,row=2,pady=5)

    attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=2,pady=5)

    attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=0,row=3,pady=5)

    attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=3,pady=5)

    frameCnt=44

DJ8=[PhotoImage(file='AttackAnimation\DJSixShooter.gif',format ='gif -index
%i' %(i)) for i in range(frameCnt)]

```

```

def update(ind):

    if ind==frameCnt:
        djdeathLabel.configure(image=djdeath)
        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)+
':Health')

            djdeathLabel.destroy()

WinLabel=Label(GameScr,height=300,width=201,bd=0,image=WMsgDJ).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)

        else:

OHeMe.configure(text=str(OHealth)+' :Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)

```

```

        At=PLAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        PL=[PhotoImage(file=At,format='gif'-index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

    def update2(ind):
        if ind==frameCnt2:
            global HHealth
            global HeMe
            HHealth-=Damage
            if HHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                HHealth=0
                HeMe.configure(text='Health: '+
str(HHealth))

                piclassoLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=176,bd=0,image=LMsgPL)
                LoseLabel.grid(column=0,row=0)
                Event().wait(0.5)
                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                else:

HeMe.configure(text='Health: '+str(HHealth))

```



```

piclassoLabel.configure(image=piclasso)

                                Event().wait(0.5)

attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).
grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).g
rid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).g
rid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL)
.grid(column=1,row=3,pady=5)

                                else:
                                    frame = PL[ind]
                                    ind+=1

piclassoLabel.configure(image=frame)

                                GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:
                                    frame = DJ8[ind]
                                    ind+=1
                                    djdeathLabel.configure(image=frame)
                                    GameScr.after(40,update,ind)
                                GameScr.after(0,update,0)
                                GameScr.mainloop()

```

```

        attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1).grid(column=0
, row=2,pady=5)

        attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2).grid(column=1,r
ow=2,pady=5)

        attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3).grid(column=0,
row=3,pady=5)

        attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4).grid(column=
1, row=3,pady=5)

        GameScr.mainloop()

    elif Char3S==0:
        HeMe.configure(width=26)
        LMsgZ=PhotoImage(file='WLMsg\LMsgZ.png')
        GameScr.geometry("423x420")

        zolka=PhotoImage(file="CharIMG\ZolkaF.png")

        zolkaLabel=Label(GameScr,height=300,width=222,bd=0,image=zolka)
        zolkaLabel.grid(column=0,row=0)

        Z1='AttackAnimation\ZBoomBox.gif'
        Z2='AttackAnimation\ZShockWaveGrenade.gif'
        Z3='AttackAnimation\ZDeadlyBeat.gif'
        Z4='AttackAnimation\ZMusicalEntrapment.gif'
        ZAttack=[Z1,Z2,Z3,Z4]

        def at1():
            global djdeathLabel
            global djdeath
            attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0, row=2,pady=5)

        attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',state=DISABLED).grid(column=1,row=2,pady=5)

```

```

        attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=3,pady=5)

        attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

        frameCnt=44

DJ9=[PhotoImage(file='AttackAnimation\DJVoicesFromTheVoid.gif',format='gif
-index %i' %(i)) for i in range(frameCnt)]

        def update(ind):
            if ind==frameCnt:
                djdeathLabel.configure(image=djdeath)
                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                    djdeathLabel.destroy()

WinLabel=Label(GameScr,height=300,width=201,bd=0,image=WMsgDJ).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

```

```

GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)

        else:

OHeMe.configure(text=str(OHealth)+':Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=ZAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        Z=[PhotoImage(file=At,format ='gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:'+
str(HHealth))

                    zolkaLabel.destroy()

LoseLabel=Label (GameScr,height=300,width=222,bd=0,image=LMsgZ)
        LoseLabel.grid(column=0,row=0)
        Event().wait(0.5)
        Clear2 (GameScr)

PlayAgain=Button (GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button (GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('g

```

```

abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health: '+str(HHealth))

zolkaLabel.configure(image=zolka)
                                Event().wait(0.5)

attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gr
id(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',command=at2,state=NORMAL).grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',command=at3,state=NOR
MAL).grid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)
                                else:
                                    frame = Z[ind]
                                    ind+=1
                                    zolkaLabel.configure(image=frame)
                                    GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:
                                    frame = DJ9[ind]
                                    ind+=1
                                    djdeathLabel.configure(image=frame)
                                    GameScr.after(40,update,ind)
                                GameScr.after(0,update,0)

```

```

        GameScr.mainloop()

    def at2():
        global djdeathLabel
        global djdeath
        attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=2,pady=5)

        attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',state=DISABLED).grid(column=1,row=2,pady=5)
        attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=3,pady=5)
        attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

        frameCnt=89

    DJ10=[PhotoImage(file='AttackAnimation\DJFireball.gif',format='gif -index
%i'%(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:
            djdeathLabel.configure(image=djdeath)
            global OHeMe
            global OHealth
            DamageO=randint(10,30)
            OHealth-=DamageO
            if OHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                GameWonCnt+=1
                OHealth=0
                OHeMe.configure(text=str(OHealth)+
':Health')

                djdeathLabel.destroy()

    WinLabel=Label(GameScr,height=300,width=201,bd=0,image=WMsgDJ).grid(column=
1,row=0)

    Event().wait(0.5)
    Clear2(GameScr)

```

```

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=ZAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            Z=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
            Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:'+
str(HHealth))

                    zolkaLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=222,bd=0,image=LMsgZ)
                    LoseLabel.grid(column=0,row=0)

```

```

Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
else:

HeMe.configure(text='Health:'+str(HHealth))

zolkaLabel.configure(image=zolka)

Event().wait(0.5)

attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gr
id(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',command=at2,state=NORMAL).grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',command=at3,state=NOR
MAL).grid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

else:
    frame = Z[ind]
    ind+=1
    zolkaLabel.configure(image=frame)

```



```

        GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:
        frame = DJ10[ind]
        ind+=1
        djdeathLabel.configure(image=frame)
        GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()
def at3():
    global djdeathLabel
    global djdeath
    attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=2,pady=5)

    attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',state=DISABLED).grid(column=1,row=2,pady=5)
    attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=3,pady=5)
    attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

    frameCnt=44

    DJ11=[PhotoImage(file='AttackAnimation\DJMindDestruction.gif',format='gif
-index %i'%(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:
            djdeathLabel.configure(image=djdeath)
            global OHeMe
            global OHealth
            DamageO=randint(10,30)
            OHealth-=DamageO
            if OHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1

```

```

        GameWonCnt+=1
        OHealth=0
        OHeMe.configure(text=str(OHealth)+
':Health')

        djdeathLabel.destroy()

WinLabel=Label(GameScr,height=300,width=201,bd=0,image=WMsgDJ).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=ZAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        Z=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]

        Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:

```

```

                                global GameCnt
                                global GameWonCnt
                                GameCnt+=1
                                HHealth=0
                                HeMe.configure(text='Health: '+
str(HHealth))

                                zolkaLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=222,bd=0,image=LMsgZ)
                                LoseLabel.grid(column=0,row=0)
                                Event().wait(0.5)
                                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health: '+str(HHealth))

zolkaLabel.configure(image=zolka)

                                Event().wait(0.5)

attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gr
id(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',command=at2,state=NORMAL).grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Mind

```

```
Destruction",height=1,width=18,bg='orange',fg='white',command=at3,state=NOR
MAL).grid(column=0,row=3,pady=5)
```

```
attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)
```

```
else:
```

```
    frame = Z[ind]
```

```
    ind+=1
```

```
    zolkaLabel.configure(image=frame)
```

```
    GameScr.after(40,update2,ind)
```

```
    GameScr.after(0,update2,0)
```

```
    GameScr.mainloop()
```

```
else:
```

```
    frame = DJ11[ind]
```

```
    ind+=1
```

```
    djdeathLabel.configure(image=frame)
```

```
    GameScr.after(40,update,ind)
```

```
    GameScr.after(0,update,0)
```

```
    GameScr.mainloop()
```

```
def at4():
```

```
    global djdeathLabel
```

```
    global djdeath
```

```
    attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=2,pady=5)
```

```
attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',state=DISABLED).grid(column=1,row=2,pady=5)
```

```
    attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=3,pady=5)
```

```
    attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)
```

```
frameCnt=59
```

```

DJl2=[PhotoImage(file='AttackAnimation\DJShroudedStep.gif',format='gif -
index %i' %(i)) for i in range(frameCnt)]

def update(ind):

    if ind==frameCnt:
        djdeathLabel.configure(image=djdeath)
        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)+
':Health')

            djdeathLabel.destroy()

WinLabel=Label(GameScr,height=300,width=201,bd=0,image=WMsgDJ).grid(column=
1,row=0)

Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)

else:

```

```

OHeMe.configure(text=str(OHealth)+'Health')

OAtN=randint(0,3)
Damage=randint(15,30)
At=ZAttack[OAtN]
frameCnt2=Cnt[OAtN]
Z=[PhotoImage(file=At,format='gif -index
%i' %(i)) for i in range(frameCnt2)]
Event().wait(0.5)

def update2(ind):
    if ind==frameCnt2:
        global HHealth
        global HeMe
        HHealth-=Damage
        if HHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            HHealth=0
            HeMe.configure(text='Health:'+
str(HHealth))

            zolkaLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=222,bd=0,image=LMsgZ)
LoseLabel.grid(column=0,row=0)
Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=

```

```

('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health:'+str(HHealth))

zolkaLabel.configure(image=zolka)

                                Event().wait(0.5)

attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gr
id(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',command=at2,state=NORMAL).grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',command=at3,state=NOR
MAL).grid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

                                else:
                                    frame = Z[ind]
                                    ind+=1
                                    zolkaLabel.configure(image=frame)
                                    GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:
                                    frame = DJ12[ind]
                                    ind+=1
                                    djdeathLabel.configure(image=frame)
                                    GameScr.after(40,update,ind)
                                GameScr.after(0,update,0)
                                GameScr.mainloop()

```

```

        attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1).grid(column=0,row=2,pady=5)

        attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='white',command=at2).grid(column=1,row=2,pady=5)

        attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',command=at3).grid(column=0,row=3,pady=5)

        attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4).grid(column=1,row=3,pady=5)

        GameScr.mainloop()

    elif Char4S==0:
        HeMe.configure(width=37)
        LMsgBTV=PhotoImage(file='WLMsg\LMsgBTV.png')
        GameScr.geometry("525x420")

        barbtheviking=PhotoImage(file="CharIMG\BarbTheVikingF.png")

        barbthevikingLabel=Label(GameScr,height=300,width=324,bd=0,image=barbtheviking)

        barbthevikingLabel.grid(column=0,row=0)

        BTV1='AttackAnimation\BTVBoomBox.gif'
        BTV2='AttackAnimation\BTVShockwaveGrenade.gif'
        BTV3='AttackAnimation\BTVDeadlyBeat.gif'
        BTV4='AttackAnimation\BTVMusicalEntrapment.gif'
        BTVAttack=[BTV1,BTV2,BTV3,BTV4]

        def at1():
            global djdeathLabel
            global djdeath
            attack1=Button(GameScr,text="Axe of Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0,row=2,pady=5)

            attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=1,row=2,pady=5)

```



```

        attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)

        attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

        frameCnt=44

DJl3=[PhotoImage(file='AttackAnimation\DJAXeOfDestruction.gif',format='gif
-index %i' %(i)) for i in range(frameCnt)]

        def update(ind):
            if ind==frameCnt:
                djdeathLabel.configure(image=djdeath)
                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                    djdeathLabel.destroy()

WinLabel=Label(GameScr,height=300,width=201,bd=0,image=WMsgDJ).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

```

```

GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)

else:

OHeMe.configure(text=str(OHealth)+':Health')

OAtN=randint(0,3)
Damage=randint(15,30)
At=BTVAAttack[OAtN]
frameCnt2=Cnt[OAtN]
BTV=[PhotoImage(file=At,format ='gif -index
%i' %(i)) for i in range(frameCnt2)]
Event().wait(0.5)

def update2(ind):
    if ind==frameCnt2:
        global HHealth
        global HeMe
        HHealth-=Damage
        if HHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            HHealth=0
            HeMe.configure(text='Health:'+
str(HHealth))

            barbthevikingLabel.destroy()

LoseLabel=Label (GameScr,height=300,width=324,bd=0,image=LMsgBTV)
LoseLabel.grid(column=0,row=0)
Event().wait(0.5)
Clear2 (GameScr)

PlayAgain=Button (GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button (GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('g

```

```

abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health:'+str(HHealth))

barbthevikingLabel.configure(image=barbtheviking)
                                Event().wait(0.5)

attack1=Button(GameScr,text="Axe of Destruction
",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).grid(c
olumn=0,row=2,pady=5)

attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).g
rid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

                                else:
                                    frame = BTV[ind]
                                    ind+=1

barbthevikingLabel.configure(image=frame)
                                    GameScr.after(40,update2,ind)
                                    GameScr.after(0,update2,0)
                                    GameScr.mainloop()

                                else:
                                    frame = DJ13[ind]
                                    ind+=1
                                    djdeathLabel.configure(image=frame)

```

```

        GameScr.after(40, update, ind)
    GameScr.after(0, update, 0)
    GameScr.mainloop()

def at2():
    global djdeathLabel
    global djdeath
    attack1=Button(GameScr, text="Axe of Destruction
", height=1, width=18, bg='orange', fg='white', state=DISABLED).grid(column=0, row=2, pady=5)

    attack2=Button(GameScr, text="Colossal
Punch", height=1, width=18, bg='orange', fg='white', state=DISABLED).grid(column=1, row=2, pady=5)

    attack3=Button(GameScr, text="Viking
Rage", height=1, width=18, bg='orange', fg='white', state=DISABLED).grid(column=0, row=3, pady=5)

    attack4=Button(GameScr, text="Brogue
Kick", height=1, width=18, bg='orange', fg='white', state=DISABLED).grid(column=1, row=3, pady=5)

    frameCnt=44

DJl4=[PhotoImage(file='AttackAnimation\DJColossalPunch.gif', format='gif -
index %i' %(i)) for i in range(frameCnt)]

def update(ind):
    if ind==frameCnt:
        djdeathLabel.configure(image=djdeath)
        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)+
':Health')

            djdeathLabel.destroy()

WinLabel=Label(GameScr, height=300, width=201, bd=0, image=WMsgDJ).grid(column=1, row=0)

```

```

        Event().wait(0.5)
        Clear2(GameScr)

    PlayAgain=Button(GameScr,height=1,width=12,text="Play
    Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

    ExitGame=Button(GameScr,height=1,width=12,text="Exit
    Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

    GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
    abriola',15),text="Games Played: " +
    str(GameCnt)).grid(row=3,column=0,pady=5)

    GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
    ('gabriola',15),text="Games Won: " +
    str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

    OHeMe.configure(text=str(OHealth)+' :Health')
        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=BTVAAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        BTV=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

    def update2(ind):
        if ind==frameCnt2:
            global HHealth
            global HeMe
            HHealth-=Damage
            if HHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                HHealth=0
                HeMe.configure(text='Health:'+
str(HHealth))

                barbthevikingLabel.destroy()

```

```

LoseLabel=Label (GameScr,height=300,width=324,bd=0,image=LMsgBTV)
                                LoseLabel.grid(column=0,row=0)
                                Event().wait(0.5)
                                Clear2 (GameScr)

PlayAgain=Button (GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button (GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str (GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health: '+str (HHealth))

barbthevikingLabel.configure(image=barbtheviking)
                                Event().wait(0.5)

attack1=Button (GameScr,text="Axe of Destruction
",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).grid(c
olumn=0,row=2,pady=5)

attack2=Button (GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).g
rid(column=1,row=2,pady=5)

attack3=Button (GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button (GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

```

```

        else:
            frame = BTV[ind]
            ind+=1

barbthevikingLabel.configure(image=frame)

        GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:
        frame = DJ14[ind]
        ind+=1
        djdeathLabel.configure(image=frame)
        GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()
def at3():
    global djdeathLabel
    global djdeath
    attack1=Button(GameScr,text="Axe of Destruction
",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0,row=2,pady=5)

    attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=1,row=2,pady=5)

    attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0,row=3,pady=5)

    attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=1,row=3,pady=5)

    frameCnt=44

DJ15=[PhotoImage(file='AttackAnimation\DJVikingRage.gif',format='gif -
index %i' %(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:
            djdeathLabel.configure(image=djdeath)
            global OHeMe
            global OHealth
            Damage0=randint(10,30)

```

```

        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)+
':Health')

            djdeathLabel.destroy()

WinLabel=Label(GameScr,height=300,width=201,bd=0,image=WMsgDJ).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)

        else:

OHeMe.configure(text=str(OHealth)+':Health')

            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=BTVAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            BTV=[PhotoImage(file=At,format ='gif -index
%i' %(i)) for i in range(frameCnt2)]

            Event().wait(0.5)

            def update2(ind):

```



```

        if ind==frameCnt2:
            global HHealth
            global HeMe
            HHealth-=Damage
            if HHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                HHealth=0
                HeMe.configure(text='Health: '+
str(HHealth))

                barbthevikingLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=324,bd=0,image=LMsgBTV)
                LoseLabel.grid(column=0,row=0)
                Event().wait(0.5)
                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
            else:

HeMe.configure(text='Health: '+str(HHealth))

barbthevikingLabel.configure(image=barbtheviking)
                Event().wait(0.5)

attack1=Button(GameScr,text="Axe of Destruction
",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).grid(c
olumn=0,row=2,pady=5)

```

```

attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).g
rid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

                                else:
                                    frame = BTV[ind]
                                    ind+=1

barbthevikingLabel.configure(image=frame)

                                GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:
                                    frame = DJ15[ind]
                                    ind+=1
                                    djdeathLabel.configure(image=frame)
                                    GameScr.after(40,update,ind)
                                GameScr.after(0,update,0)
                                GameScr.mainloop()

def at4():
    global djdeathLabel
    global djdeath
    attack1=Button(GameScr,text="Axe of Destruction
",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0,ro
w=2,pady=5)

    attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=1,row=2,pady=5)

    attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)

```

```

        attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

        frameCnt=44

DJl6=[PhotoImage(file='AttackAnimation\DJBrogueKick.gif',format='gif -
index %i' %(i)) for i in range(frameCnt)]

        def update(ind):

            if ind==frameCnt:
                djdeathLabel.configure(image=djdeath)
                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                    djdeathLabel.destroy()

WinLabel=Label(GameScr,height=300,width=201,bd=0,image=WMsgDJ).grid(column=
1,row=0)

                Event().wait(0.5)
                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

```

```

GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)

        else:

OHeMe.configure(text=str(OHealth)+':Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=BTVAAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        BTV=[PhotoImage(file=At,format ='gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:'+
str(HHealth))

                    barbthevikingLabel.destroy()

LoseLabel=Label (GameScr,height=300,width=324,bd=0,image=LMsgBTV)
                LoseLabel.grid(column=0,row=0)
                Event().wait(0.5)
                Clear2 (GameScr)

PlayAgain=Button (GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button (GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('g

```

```

abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('abriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)

else:

HeMe.configure(text='Health:'+str(HHealth))

barbthevikingLabel.configure(image=barbtheviking)
Event().wait(0.5)

attack1=Button(GameScr,text="Axe of Destruction
",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).grid(c
olumn=0,row=2,pady=5)

attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).g
rid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

else:
    frame = BTV[ind]
    ind+=1

barbthevikingLabel.configure(image=frame)

GameScr.after(40,update2,ind)
GameScr.after(0,update2,0)
GameScr.mainloop()

else:

    frame = DJ16[ind]

```

```

        ind+=1
        djdeathLabel.configure(image=frame)
        GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()

    attack1=Button(GameScr,text="Axe Of
Destruction",height=1,width=18,bg='orange',fg='white',command=at1).grid(col
umn=0,row=2,pady=5)
    attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2).grid(column=1,
row=2,pady=5)
    attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3).grid(column=0,r
ow=3,pady=5)
    attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4).grid(column=1,r
ow=3,pady=5)
    GameScr.mainloop()

    else:
        PlMg=Label(GameScr,height=1,width=26,bg="Black",text="Choose
your
opponent!",font=("playbill",67),fg='#ff0000').grid(row=0,column=0,columnspa
n=4)

    def Ch2():

Char2B=Button(GameScr,height=1,width=8,text="PicLasso",state=DISABLED).grid
(row=2,column=1)

    global Char1S
    global Char2S
    global Char3S
    global Char4S
    Char2S=0

    if Char1S==0 or Char3S==0 or Char4S==0:

        Clear(GameScr)
        global piclassoLabel

```

```

global piclasso
piclasso=PhotoImage(file="CharIMG\PicLassoF.png")

piclassoLabel=Label(GameScr,height=300,width=176,bd=0,image=piclasso)
piclassoLabel.grid(column=1,row=0)
WMsgPL=PhotoImage(file='WMsg\WMsgPL.png')
Cnt=[44,59,59,44]
global HHealth
global OHealth
HHealth=100
OHealth=100
global OHeMe

OHeMe=Label(GameScr,height=1,width=21,text=str(OHealth)+':Health',font=('playbill',20),bg='black',fg='red',anchor=E)
OHeMe.grid(row=1,column=1)
global HeMe

HeMe=Label(GameScr,height=1,width=21,text='Health:'+str(HHealth),font=('playbill',20),bg='black',fg='green',anchor=W)
HeMe.grid(row=1,column=0)

if Char1S==0:
    HeMe.configure(width=24)
    LMsgDJ=PhotoImage(file='WMsg\LMsgDJ.png')
    GameScr.geometry("377x420")

    djdeath=PhotoImage(file="CharIMG\DJ_DeathF.png")

djdeathLabel=Label(GameScr,height=300,width=201,bd=0,image=djdeath)
djdeathLabel.grid(column=0,row=0)

DJ5='AttackAnimation\DJBrushAttack.gif'
DJ6='AttackAnimation\DJPaintBomb.gif'
DJ7='AttackAnimation\DJLassoDeath.gif'
DJ8='AttackAnimation\DJSixShooter.gif'
DJAttack=[DJ5,DJ6,DJ7,DJ8]

def at1():
    global piclassoLabel
    global piclasso

```

```

        attack1=Button(GameScr, text="Boom
Box", height=1, width=18, bg='orange', fg='white', state=DISABLED).grid(column=0
, row=2, pady=5)

        attack2=Button(GameScr, text="Shockwave
Grenade", height=1, width=18, bg='orange', fg='white', state=DISABLED).grid(colu
mn=1, row=2, pady=5)

        attack3=Button(GameScr, text="Deadly
Beat", height=1, width=18, bg='orange', fg='white', state=DISABLED).grid(column=
0, row=3, pady=5)

        attack4=Button(GameScr, text="Musical
Entrapment", height=1, width=18, bg='orange', fg='white', state=DISABLED).grid(c
olumn=1, row=3, pady=5)

        frameCnt=44

PL1=[PhotoImage(file='AttackAnimation\PLBoomBox.gif', format='gif -index
%i' % (i)) for i in range(frameCnt)]

        def update(ind):
            if ind==frameCnt:
                piclassoLabel.configure(image=piclasso)
                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                    piclassoLabel.destroy()

WinLabel=Label(GameScr, height=300, width=176, bd=0, image=WMsgPL).grid(column=
1, row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr, height=1, width=12, text="Play
Again!", fg='white', bg='black', command=OpGa).grid(row=2, column=0)

```



```

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+'Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=DJAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            DJ=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
            Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health: '+
str(HHealth))

                    djdeathLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=201,bd=0,image=LMsgDJ)
            LoseLabel.grid(column=0,row=0)
            Event().wait(0.5)
            Clear2(GameScr)

```

```

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health: '+str(HHealth))

djdeathLabel.configure(image=djdeath)
                                Event().wait(0.5)

attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gri
d(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL)
.grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4,state=NORM
AL).grid(column=1,row=3,pady=5)
                                else:
                                    frame = DJ[ind]
                                    ind+=1
                                    djdeathLabel.configure(image=frame)
                                    GameScr.after(40,update2,ind)

```

```

        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:
        frame = PL1[ind]
        ind+=1
        piclassoLabel.configure(image=frame)
        GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()
def at2():
    global piclassoLabel
    global piclasso
    attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0
,row=2,pady=5)
    attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colum
mn=1,row=2,pady=5)
    attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)
    attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(c
olumn=1,row=3,pady=5)
    frameCnt=44

PL2=[PhotoImage(file='AttackAnimation\PLShockWaveGrenade.gif',format='gif
-index %i'%(i)) for i in range(frameCnt)]
def update(ind):
    if ind==frameCnt:
        piclassoLabel.configure(image=piclasso)
        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1

```

```

        OHealth=0
        OHeMe.configure(text=str(OHealth)+
':Health')

        piclassoLabel.destroy()

WinLabel=Label(GameScr,height=300,width=176,bd=0,image=WMsgPL).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=DJAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        DJ=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt

```

```

                                global GameWonCnt
                                GameCnt+=1
                                HHealth=0
                                HeMe.configure(text='Health: '+
str(HHealth))

                                djdeathLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=201,bd=0,image=LMsgDJ)
                                LoseLabel.grid(column=0,row=0)
                                Event().wait(0.5)
                                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health: '+str(HHealth))

djdeathLabel.configure(image=djdeath)

                                Event().wait(0.5)

attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gri
d(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL)
.grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Deadly

```

```

Beat",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).grid(
column=0,row=3,pady=5)

attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4,state=NORM
AL).grid(column=1,row=3,pady=5)

        else:
            frame = DJ[ind]
            ind+=1
            djdeathLabel.configure(image=frame)
            GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:
        frame = PL2[ind]
        ind+=1
        piclassoLabel.configure(image=frame)
        GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()

def at3():
    global piclassoLabel
    global piclasso
    attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0
,row=2,pady=5)

    attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=2,pady=5)

    attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)

    attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(c
olumn=1,row=3,pady=5)

    frameCnt=44

    PL3=[PhotoImage(file='AttackAnimation\PLDeadlyBeat.gif',format='gif -index
%i' %(i)) for i in range(frameCnt)]

    def update(ind):

```

```

        if ind==frameCnt:
            piclassoLabel.configure(image=piclasso)
            global OHeMe
            global OHealth
            DamageO=randint(10,30)
            OHealth-=DamageO
            if OHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                GameWonCnt+=1
                OHealth=0
                OHeMe.configure(text=str(OHealth)+
':Health')

                djdeathLabel.destroy()

WinLabel=Label(GameScr,height=300,width=176,bd=0,image=WMsgPL).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')

            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=DJAttack[OAtN]
            frameCnt2=Cnt[OAtN]

```

```

        DJ=[PhotoImage(file=At,format ='gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

    def update2(ind):
        if ind==frameCnt2:
            global HHealth
            global HeMe
            HHealth-=Damage
            if HHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                HHealth=0
                HeMe.configure(text='Health: '+
str(HHealth))

                piclassoLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=201,bd=0,image=LMsgDJ)
                LoseLabel.grid(column=0,row=0)
                Event().wait(0.5)
                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
            else:

HeMe.configure(text='Health: '+str(HHealth))

djdeathLabel.configure(image=djdeath)

```



```

        Event().wait(0.5)

attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).grid(
column=0,row=2,pady=5)

attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL)
.grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).grid(
column=0,row=3,pady=5)

attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4,state=NORM
AL).grid(column=1,row=3,pady=5)

        else:
            frame = DJ[ind]
            ind+=1
            djdeathLabel.configure(image=frame)
            GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:
        frame = PL3[ind]
        ind+=1
        piclassoLabel.configure(image=frame)
        GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()

def at4():
    global piclassoLabel
    global piclasso
    attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0
,row=2,pady=5)

```

```

        attack2=Button(GameScr, text="Shockwave
Grenade", height=1, width=18, bg='orange', fg='white', state=DISABLED).grid(colu
mn=1, row=2, pady=5)

        attack3=Button(GameScr, text="Deadly
Beat", height=1, width=18, bg='orange', fg='white', state=DISABLED).grid(column=
0, row=3, pady=5)

        attack4=Button(GameScr, text="Musical
Entrapment", height=1, width=18, bg='orange', fg='white', state=DISABLED).grid(c
olumn=1, row=3, pady=5)

        frameCnt=74

        PL4=[PhotoImage(file='AttackAnimation\PLMusicalEntrapment.gif', format ='gif
-index %i' %(i)) for i in range(frameCnt)]

        def update(ind):

            if ind==frameCnt:
                piclassoLabel.configure(image=piclasso)
                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                piclassoLabel.destroy()

        WinLabel=Label(GameScr, height=300, width=176, bd=0, image=WMsgPL).grid(column=
1, row=0)

        Event().wait(0.5)
        Clear2(GameScr)

        PlayAgain=Button(GameScr, height=1, width=12, text="Play
Again!", fg='white', bg='black', command=OpGa).grid(row=2, column=0)

```

```

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+'Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=DJAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            DJ=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
            Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:'+
str(HHealth))

                    djdeathLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=201,bd=0,image=LMsgDJ)
            LoseLabel.grid(column=0,row=0)
            Event().wait(0.5)
            Clear2(GameScr)

```

```

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health: '+str(HHealth))

djdeathLabel.configure(image=djdeath)
                                Event().wait(0.5)

attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gri
d(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL)
.grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4,state=NORM
AL).grid(column=1,row=3,pady=5)
                                else:
                                    frame = DJ[ind]
                                    ind+=1
                                    djdeathLabel.configure(image=frame)
                                    GameScr.after(40,update2,ind)

```

```

        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:

        frame = PL4[ind]
        ind+=1
        piclassoLabel.configure(image=frame)
        GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()

        attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1).grid(column=0,row=2,pady=5)

        attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',command=at2).grid(column=1,row=2)

        attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3).grid(column=0,row=3,pady=5)

        attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4).grid(column=1,row=3,pady=5)

        GameScr.mainloop()

    elif Char3S==0:
        HeMe.configure(width=26)
        LMsgZ=PhotoImage(file='WLMsg\LMsgZ.png')
        GameScr.geometry("398x420")

        zolka=PhotoImage(file="CharIMG\ZolkaF.png")

        zolkaLabel=Label(GameScr,height=300,width=222,bd=0,image=zolka)
        zolkaLabel.grid(column=0,row=0)

        Z5='AttackAnimation\ZBrushAttack.gif'
        Z6='AttackAnimation\ZPaintBomb.gif'
        Z7='AttackAnimation\ZLassoDeath.gif'
        Z8='AttackAnimation\ZSixShooter.gif'
        ZAttack=[Z5,Z6,Z7,Z8]

```

```

def at1():
    global piclassoLabel
    global piclasso
    attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=2,pady=5)

    attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',state=DISABLED).grid(column=1,row=2,pady=5)
    attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=3,pady=5)
    attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

    frameCnt=44

    PL9=[PhotoImage(file='AttackAnimation\PLVoicesFromTheVoid.gif',format ='gif
-index %i' %(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:
            piclassoLabel.configure(image=piclasso)
            global OHeMe
            global OHealth
            DamageO=randint(10,30)
            OHealth-=DamageO
            if OHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                GameWonCnt+=1
                OHealth=0
                OHeMe.configure(text=str(OHealth)+
':Health')

            piclassoLabel.destroy()

    WinLabel=Label(GameScr,height=300,width=176,bd=0,image=WMsgPL).grid(column=
1,row=0)

    Event().wait(0.5)
    Clear2(GameScr)

```

```

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=ZAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            Z=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
            Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:'+
str(HHealth))

                    zolkaLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=222,bd=0,image=LMsgZ)
                    LoseLabel.grid(column=0,row=0)

```

```

        Event().wait(0.5)
        Clear2(GameScr)

    PlayAgain=Button(GameScr,height=1,width=12,text="Try
    Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

    ExitGame=Button(GameScr,height=1,width=12,text="Exit
    Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

    GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
    abriola',15),text="Games Played: " +
    str(GameCnt)).grid(row=3,column=0,pady=5)

    GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
    ('gabriola',15),text="Games Won: " +
    str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

    HeMe.configure(text='Health:'+str(HHealth))

    zolkaLabel.configure(image=zolka)

        Event().wait(0.5)

    attack1=Button(GameScr,text="Voices From The
    Void",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gr
    id(column=0,row=2,pady=5)

    attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
    ite',command=at2,state=NORMAL).grid(column=1,row=2,pady=5)

    attack3=Button(GameScr,text="Mind
    Destruction",height=1,width=18,bg='orange',fg='white',command=at3,state=NOR
    MAL).grid(column=0,row=3,pady=5)

    attack4=Button(GameScr,text="Shrouded
    Step",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
    id(column=1,row=3,pady=5)

        else:
            frame = Z[ind]
            ind+=1
            zolkaLabel.configure(image=frame)

```



```

        GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()
    else:
        frame = PL9[ind]
        ind+=1
        piclassoLabel.configure(image=frame)
        GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()
def at2():
    global piclassoLabel
    global piclasso
    attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=2,pady=5)

    attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',state=DISABLED).grid(column=1,row=2,pady=5)
    attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=3,pady=5)
    attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

    frameCnt=89

PL10=[PhotoImage(file='AttackAnimation\PLFireball.gif',format ='gif -index
%i' %(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:
            piclassoLabel.configure(image=piclasso)
            global OHeMe
            global OHealth
            DamageO=randint(10,30)
            OHealth-=DamageO
            if OHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                GameWonCnt+=1

```

```

        OHealth=0
        OHeMe.configure(text=str(OHealth)+
':Health')

        piclassoLabel.destroy()

WinLabel=Label(GameScr,height=300,width=176,bd=0,image=WMsgPL).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=ZAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        Z=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt

```

```

                                global GameWonCnt
                                GameCnt+=1
                                HHealth=0
                                HeMe.configure(text='Health: '+
str(HHealth))

                                zolkaLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=222,bd=0,image=LMsgZ)
                                LoseLabel.grid(column=0,row=0)
                                Event().wait(0.5)
                                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health: '+str(HHealth))

zolkaLabel.configure(image=zolka)

                                Event().wait(0.5)

attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gr
id(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',command=at2,state=NORMAL).grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Mind

```

```

Destruction",height=1,width=18,bg='orange',fg='white',command=at3,state=NOR
MAL).grid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

        else:
            frame = Z[ind]
            ind+=1
            zolkaLabel.configure(image=frame)
            GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:
        frame = PL10[ind]
        ind+=1
        piclassoLabel.configure(image=frame)
        GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()

def at3():
    global piclassoLabel
    global piclasso
    attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=2,pady=5)

    attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',state=DISABLED).grid(column=1,row=2,pady=5)
    attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=3,pady=5)
    attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

    frameCnt=44

    PL11=[PhotoImage(file='AttackAnimation\PLMindDestruction.gif',format='gif
-index %i' % (i)) for i in range(frameCnt)]

    def update(ind):

```

```

        if ind==frameCnt:
            piclassoLabel.configure(image=piclasso)
            global OHeMe
            global OHealth
            DamageO=randint(10,30)
            OHealth-=DamageO
            if OHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                GameWonCnt+=1
                OHealth=0
                OHeMe.configure(text=str(OHealth)+
':Health')

                piclassoLabel.destroy()

WinLabel=Label(GameScr,height=300,width=176,bd=0,image=WMsgPL).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=ZAttack[OAtN]
            frameCnt2=Cnt[OAtN]

```

```

        Z=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

    def update2(ind):
        if ind==frameCnt2:
            global HHealth
            global HeMe
            HHealth-=Damage
            if HHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                HHealth=0
                HeMe.configure(text='Health: '+
str(HHealth))

                zolkaLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=222,bd=0,image=LMsgZ)
                LoseLabel.grid(column=0,row=0)
                Event().wait(0.5)
                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                else:

HeMe.configure(text='Health: '+str(HHealth))

zolkaLabel.configure(image=zolka)

```

```

Event().wait(0.5)

attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).grid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).grid(column=1,row=3,pady=5)

else:
    frame = Z[ind]
    ind+=1
    zolkaLabel.configure(image=frame)
    GameScr.after(40,update2,ind)
    GameScr.after(0,update2,0)
    GameScr.mainloop()

else:
    frame = PL11[ind]
    ind+=1
    piclassoLabel.configure(image=frame)
    GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()

def at4():
    global piclassoLabel
    global piclasso
    attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=2,pady=5)

attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=1,row=2,pady=5)

```

```

        attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=3,pady=5)

        attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

        frameCnt=59

        PL12=[PhotoImage(file='AttackAnimation\PLShroudedStep.gif',format='gif -
index %i' %(i)) for i in range(frameCnt)]

        def update(ind):

            if ind==frameCnt:
                piclassoLabel.configure(image=piclasso)
                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                piclassoLabel.destroy()

        WinLabel=Label(GameScr,height=300,width=176,bd=0,image=WMsgPL).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

        PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

        ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

        GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g

```



```

abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=ZAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            Z=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
            Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:'+
str(HHealth))

                    zolkaLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=222,bd=0,image=LMsgZ)
                    LoseLabel.grid(column=0,row=0)
                    Event().wait(0.5)
                    Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

```

```
GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('gabriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)
```

```
GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
```

```
else:
```

```
HeMe.configure(text='Health:'+str(HHealth))
```

```
zolkaLabel.configure(image=zolka)
```

```
Event().wait(0.5)
```

```
attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gr
id(column=0,row=2,pady=5)
```

```
attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',command=at2,state=NORMAL).grid(column=1,row=2,pady=5)
```

```
attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',command=at3,state=NOR
MAL).grid(column=0,row=3,pady=5)
```

```
attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)
```

```
else:
```

```
frame = Z[ind]
```

```
ind+=1
```

```
zolkaLabel.configure(image=frame)
```

```
GameScr.after(40,update2,ind)
```

```
GameScr.after(0,update2,0)
```

```
GameScr.mainloop()
```

```
else:
```

```
frame = PL12[ind]
```

```
ind+=1
```

```

        piclassoLabel.configure(image=frame)
        GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()

        attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1).grid(column=0,row=2,pady=5)

        attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='white',command=at2).grid(column=1,row=2,pady=5)
        attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',command=at3).grid(column=0,row=3,pady=5)
        attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4).grid(column=1,row=3,pady=5)

        GameScr.mainloop()

    elif Char4S==0:
        HeMe.configure(width=37)
        LMsgBTV=PhotoImage(file='WLMsg\LMsgBTV.png')
        GameScr.geometry("500x420")

        barbtheviking=PhotoImage(file="CharIMG\BarbTheVikingF.png")

        barbthevikingLabel=Label(GameScr,height=300,width=324,bd=0,image=barbtheviking)

        barbthevikingLabel.grid(column=0,row=0)

        BTV5='AttackAnimation\BTVBrushAttack.gif'
        BTV6='AttackAnimation\BTVPaintBomb.gif'
        BTV7='AttackAnimation\BTVLassoDeath.gif'
        BTV8='AttackAnimation\BTVSixShooter.gif'
        BTVAttack=[BTV5,BTV6,BTV7,BTV8]
        def at1():
            global piclassoLabel
            global piclasso
            attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0,row=2,pady=5)

```

```

        attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=1,row=2,pady=5)

        attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)

        attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

        frameCnt=44

PL13=[PhotoImage(file='AttackAnimation\PLAxeOfDestruction.gif',format='gif
-index %i' %i)) for i in range(frameCnt)]

        def update(ind):
            if ind==frameCnt:
                piclassoLabel.configure(image=piclasso)
                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                    piclassoLabel.destroy()

WinLabel=Label(GameScr,height=300,width=176,bd=0,image=WMsgPL).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

```

```

GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('gabriola',15),text="Games Played: " +
str (GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=BTVAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        BTV=[PhotoImage(file=At,format='gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:'+
str(HHealth))
                    barbthevikingLabel.destroy()

LoseLabel=Label (GameScr,height=300,width=324,bd=0,image=LMsgBTV)
        LoseLabel.grid(column=0,row=0)
        Event().wait(0.5)
        Clear2 (GameScr)

PlayAgain=Button (GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

```

```

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health: '+str(HHealth))

barbthevikingLabel.configure(image=barbtheviking)
                                Event().wait(0.5)

attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',command=at1,state=NOR
MAL).grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).g
rid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)
                                else:
                                    frame = BTV[ind]
                                    ind+=1

barbthevikingLabel.configure(image=frame)
                                GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

```

```

        else:
            frame = PL13[ind]
            ind+=1
            piclassoLabel.configure(image=frame)
            GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()

def at2():
    global piclassoLabel
    global piclasso
    attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=2,pady=5)
    attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=1,row=2,pady=5)
    attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)
    attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

    frameCnt=44

PL14=[PhotoImage(file='AttackAnimation\PLColossalPunch.gif',format ='gif -
index %i' %(i)) for i in range(frameCnt)]
def update(ind):
    if ind==frameCnt:
        piclassoLabel.configure(image=piclasso)
        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0

```

```

OHeMe.configure(text=str(OHealth)+
':Health')

piclassoLabel.destroy()

WinLabel=Label(GameScr,height=300,width=176,bd=0,image=WMsgPL).grid(column=
1,row=0)

Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
else:

OHeMe.configure(text=str(OHealth)+':Health')

OAtN=randint(0,3)
Damage=randint(15,30)
At=BTVAAttack[OAtN]
frameCnt2=Cnt[OAtN]
BTV=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]

Event().wait(0.5)

def update2(ind):
    if ind==frameCnt2:
        global HHealth
        global HeMe
        HHealth-=Damage
        if HHealth<=0:
            global GameCnt
            global GameWonCnt

```



```

GameCnt+=1
HHealth=0
HeMe.configure(text='Health:'+
str(HHealth))

barbthevikingLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=324,bd=0,image=LMsgBTV)
LoseLabel.grid(column=0,row=0)
Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
else:

HeMe.configure(text='Health:'+str(HHealth))

barbthevikingLabel.configure(image=barbtheviking)
Event().wait(0.5)

attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',command=at1,state=NOR
MAL).grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).g
rid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Viking

```

```

Rage",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).grid(
column=0,row=3,pady=5)

attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).grid(
column=1,row=3,pady=5)

        else:
            frame = BTv[ind]
            ind+=1

barbthevikingLabel.configure(image=frame)

            GameScr.after(40,update2,ind)
            GameScr.after(0,update2,0)
            GameScr.mainloop()

        else:
            frame = PL14[ind]
            ind+=1
            piclassoLabel.configure(image=frame)
            GameScr.after(40,update,ind)
            GameScr.after(0,update,0)
            GameScr.mainloop()
def at3():
    global piclassoLabel
    global piclasso
    attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=2,pady=5)
    attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=1,row=2,pady=5)
    attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)
    attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

    frameCnt=44

PL15=[PhotoImage(file='AttackAnimation\PLVikingRage.gif',format='gif -
index %i' %(i)) for i in range(frameCnt)]

```

```

def update(ind):
    if ind==frameCnt:
        piclassoLabel.configure(image=piclasso)
        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)+
':Health')

            piclassoLabel.destroy()

WinLabel=Label(GameScr,height=300,width=176,bd=0,image=WMsgPL).grid(column=
1,row=0)

Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=BTVAAttack[OAtN]

```

```

        frameCnt2=Cnt[OAtN]
        BTV=[PhotoImage(file=At,format='gif'-index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

    def update2(ind):
        if ind==frameCnt2:
            global HHealth
            global HeMe
            HHealth-=Damage
            if HHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                HHealth=0
                HeMe.configure(text='Health: '+
str(HHealth))

                barbthevikingLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=324,bd=0,image=LMsgBTV)
                LoseLabel.grid(column=0,row=0)
                Event().wait(0.5)
                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
            else:

HeMe.configure(text='Health: '+str(HHealth))

```

```

barbthevikingLabel.configure(image=barbtheviking)

                                Event().wait(0.5)

attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',command=at1,state=NOR
MAL).grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).g
rid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

                                else:
                                    frame = BTV[ind]
                                    ind+=1

barbthevikingLabel.configure(image=frame)

                                GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:
                                    frame = PL15[ind]
                                    ind+=1
                                    piclassoLabel.configure(image=frame)
                                    GameScr.after(40,update,ind)
                                GameScr.after(0,update,0)
                                GameScr.mainloop()

def at4():
    global piclassoLabel
    global piclasso

```

```

        attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=2,pady=5)
        attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=1,row=2,pady=5)
        attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)
        attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

        frameCnt=44

        PL16=[PhotoImage(file='AttackAnimation\PLBrogueKick.gif',format='gif -
index %i' %(i)) for i in range(frameCnt)]
        def update(ind):

            if ind==frameCnt:
                piclassoLabel.configure(image=piclasso)
                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                    piclassoLabel.destroy()

        WinLabel=Label(GameScr,height=300,width=176,bd=0,image=WMsgPL).grid(column=
1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

```

```

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=BTVAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            BTV=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
            Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:'+
str(HHealth))

                    barbthevikingLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=324,bd=0,image=LMsgBTV)
                    LoseLabel.grid(column=0,row=0)

```

```

Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
else:

HeMe.configure(text='Health:'+str(HHealth))

barbthevikingLabel.configure(image=barbtheviking)
Event().wait(0.5)

attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',command=at1,state=NOR
MAL).grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).g
rid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

else:
    frame = BTV[ind]
    ind+=1

```



```

barbthevikingLabel.configure(image=frame)

        GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:

        frame = PL16[ind]
        ind+=1
        piclassoLabel.configure(image=frame)
        GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()

        attack1=Button(GameScr,text="Axe Of
Destruction",height=1,width=18,bg='orange',fg='white',command=at1).grid(col
umn=0,row=2,pady=5)
        attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2).grid(column=1,
row=2,pady=5)
        attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3).grid(column=0,r
ow=3,pady=5)
        attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4).grid(column=1,r
ow=3,pady=5)

        GameScr.mainloop()

    else:
        PlMg=Label(GameScr,height=1,width=26,bg="Black",text="Choose
your
opponent!",font=("playbill",67),fg='#ff0000').grid(row=0,column=0,columnspa
n=4)

    def Ch3():

        Char3B=Button(GameScr,height=1,width=8,text="Zolka",state=DISABLED).grid(ro
w=2,column=2)

        global Char1S

```

```

global Char2S
global Char3S
global Char4S
Char3S=0

if Char1S==0 or Char2S==0 or Char4S==0:

    Clear(GameScr)
    global zolkaLabel
    global zolka
    zolka=PhotoImage(file="CharIMG\ZolkaF.png")
    zolkaLabel=Label(GameScr,height=300,width=222,bd=0,image=zolka)
    zolkaLabel.grid(column=1,row=0)
    Cnt=[44,89,44,59]
    WMsgZ=PhotoImage(file='WMsg\WMsgZ.png')
    global HHealth
    global OHealth
    HHealth=100
    OHealth=100
    global OHeMe

OHeMe=Label(GameScr,height=1,width=26,text=str(OHealth)+':Health',font=('playbill',20),bg='black',fg='red',anchor=E)
    OHeMe.grid(row=1,column=1)
    global HeMe

HeMe=Label(GameScr,height=1,width=21,text='Health:'+str(HHealth),font=("playbill",20),bg='black',fg='green',anchor=W)
    HeMe.grid(row=1,column=0)

    if Char1S==0:
        HeMe.configure(width=24)
        LMsgDJ=PhotoImage(file='WMsg\LMsgDJ.png')
        GameScr.geometry("423x420")

        djdeath=PhotoImage(file="CharIMG\DJ_DeathF.png")

djdeathLabel=Label(GameScr,height=300,width=201,bd=0,image=djdeath)
    djdeathLabel.grid(column=0,row=0)

    DJ9='AttackAnimation\DJVoicesFromTheVoid.gif'

```

```

DJ10='AttackAnimation\DJFireball.gif'
DJ11='AttackAnimation\DJMindDestruction.gif'
DJ12='AttackAnimation\DJShroudedStep.gif'
DJAttack=[DJ9,DJ10,DJ11,DJ12]

def at1():
    global zolkaLabel
    global zolka
    attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0
, row=2,pady=5)
    attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1, row=2,pady=5)
    attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0, row=3,pady=5)
    attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(c
olumn=1, row=3,pady=5)
    frameCnt=44

Z1=[PhotoImage(file='AttackAnimation\ZBoomBox.gif',format='gif -index %i'
%(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:
            zolkaLabel.configure(image=zolka)
            global OHeMe
            global OHealth
            DamageO=randint(10,30)
            OHealth-=DamageO
            if OHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                GameWonCnt+=1
                OHealth=0
                OHeMe.configure(text=str(OHealth)+
':Health')
            zolkaLabel.destroy()

```

```
WinLabel=Label (GameScr,height=300,width=222,bd=0,image=WMsgZ).grid(column=1
,row=0)
```

```
Event().wait(0.5)
```

```
Clear2 (GameScr)
```

```
PlayAgain=Button (GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)
```

```
ExitGame=Button (GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)
```

```
GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str (GameCnt)).grid(row=3,column=0,pady=5)
```

```
GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)
```

```
else:
```

```
OHeMe.configure(text=str(OHealth)+' :Health')
```

```
OAtN=randint(0,3)
```

```
Damage=randint(15,30)
```

```
At=DJAttack[OAtN]
```

```
frameCnt2=Cnt[OAtN]
```

```
DJ=[PhotoImage(file=At,format='gif -index
%i' %(i)) for i in range(frameCnt2)]
```

```
Event().wait(0.5)
```

```
def update2(ind):
```

```
    if ind==frameCnt2:
```

```
        global HHealth
```

```
        global HeMe
```

```
        HHealth-=Damage
```

```
        if HHealth<=0:
```

```
            global GameCnt
```

```
            global GameWonCnt
```

```
            GameCnt+=1
```

```
            HHealth=0
```

```

HeMe.configure(text='Health:'+
str(HHealth))

djdeathLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=201,bd=0,image=LMsgDJ)
LoseLabel.grid(column=0,row=0)
Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
else:

HeMe.configure(text='Health:'+str(HHealth))

djdeathLabel.configure(image=djdeath)
Event().wait(0.5)

attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gri
d(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL)
.grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

```

```

attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4,state=NORM
AL).grid(column=1,row=3,pady=5)

        else:
            frame = DJ[ind]
            ind+=1
            djdeathLabel.configure(image=frame)
            GameScr.after(40,update2,ind)
            GameScr.after(0,update2,0)
            GameScr.mainloop()
    else:
        frame = Z1[ind]
        ind+=1
        zolkaLabel.configure(image=frame)
        GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()
def at2():
    global zolkaLabel
    global zolka
    attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0
,row=2,pady=5)
    attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=2,pady=5)
    attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)
    attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(c
olumn=1,row=3,pady=5)
    frameCnt=44

Z2=[PhotoImage(file='AttackAnimation\ZShockWaveGrenade.gif',format='gif -
index %i' %(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:
            zolkaLabel.configure(image=zolka)
            global OHeMe

```

```

        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)+
':Health')

            zolkaLabel.destroy()

WinLabel=Label(GameScr,height=300,width=222,bd=0,image=WMsgZ).grid(column=1
,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=DJAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        DJ=[PhotoImage(file=At,format='gif' -index
%i' %(i)) for i in range(frameCnt2)]

        Event().wait(0.5)

```

```

def update2(ind):
    if ind==frameCnt2:
        global HHealth
        global HeMe
        HHealth-=Damage
        if HHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            HHealth=0
            HeMe.configure(text='Health: '+
str(HHealth))

            djdeathLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=201,bd=0,image=LMsgDJ)
            LoseLabel.grid(column=0,row=0)
            Event().wait(0.5)
            Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

HeMe.configure(text='Health: '+str(HHealth))

djdeathLabel.configure(image=djdeath)

            Event().wait(0.5)

attack1=Button(GameScr,text="Boom

```



```

Box",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).grid(
column=0,row=2,pady=5)

attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL)
.grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).grid(
column=0,row=3,pady=5)

attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4,state=NORM
AL).grid(column=1,row=3,pady=5)

                else:
                    frame = DJ[ind]
                    ind+=1
                    djdeathLabel.configure(image=frame)
                    GameScr.after(40,update2,ind)
                GameScr.after(0,update2,0)
                GameScr.mainloop()

            else:
                frame = Z2[ind]
                ind+=1
                zolkaLabel.configure(image=frame)
                GameScr.after(40,update,ind)
            GameScr.after(0,update,0)
            GameScr.mainloop()

def at3():
    global zolkaLabel
    global zolka
    attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0
,row=2,pady=5)

    attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=2,pady=5)

    attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)

```

```

        attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(c
olumn=1,row=3,pady=5)
        frameCnt=44

Z3=[PhotoImage(file='AttackAnimation\ZDeadlyBeat.gif',format='gif -index
%i' %(i)) for i in range(frameCnt)]
        def update(ind):
            if ind==frameCnt:
                zolkaLabel.configure(image=zolka)
                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                    zolkaLabel.destroy()

WinLabel=Label(GameScr,height=300,width=222,bd=0,image=WMsgZ).grid(column=1
,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=

```

```

('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+'Health')
                OAtN=randint(0,3)
                Damage=randint(15,30)
                At=DJAttack[OAtN]
                frameCnt2=Cnt[OAtN]
                DJ=[PhotoImage(file=At,format='gif -index
%i' %(i)) for i in range(frameCnt2)]
                Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:'+
str(HHealth))

                    djdeathLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=201,bd=0,image=LMsgDJ)
                LoseLabel.grid(column=0,row=0)
                Event().wait(0.5)
                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

```

```

GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health:'+str(HHealth))

djdeathLabel.configure(image=djdeath)
                                Event().wait(0.5)

attack1=Button (GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gri
d(column=0,row=2,pady=5)

attack2=Button (GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL)
.grid(column=1,row=2,pady=5)

attack3=Button (GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button (GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4,state=NORM
AL).grid(column=1,row=3,pady=5)
                                else:
                                    frame = DJ[ind]
                                    ind+=1
                                    djdeathLabel.configure(image=frame)
                                    GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:
                                    frame = Z3[ind]
                                    ind+=1
                                    zolkaLabel.configure(image=frame)
                                    GameScr.after(40,update,ind)
                                GameScr.after(0,update,0)
                                GameScr.mainloop()

```

```

def at4():
    global zolkaLabel
    global zolka
    attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0
,row=2,pady=5)

    attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=2,pady=5)

    attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)

    attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(c
olumn=1,row=3,pady=5)

    frameCnt=74

Z4=[PhotoImage(file='AttackAnimation\ZMusicalEntrapment.gif',format='gif -
index %i' % (i)) for i in range(frameCnt)]

    def update(ind):

        if ind==frameCnt:
            zolkaLabel.configure(image=zolka)
            global OHeMe
            global OHealth
            DamageO=randint(10,30)
            OHealth-=DamageO
            if OHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                GameWonCnt+=1
                OHealth=0
                OHeMe.configure(text=str(OHealth)+
':Health')

                zolkaLabel.destroy()

WinLabel=Label(GameScr,height=300,width=222,bd=0,image=WMsgZ).grid(column=1
,row=0)

```

```

        Event().wait(0.5)
        Clear2(GameScr)

    PlayAgain=Button(GameScr,height=1,width=12,text="Play
    Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

    ExitGame=Button(GameScr,height=1,width=12,text="Exit
    Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

    GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
    abriola',15),text="Games Played: " +
    str(GameCnt)).grid(row=3,column=0,pady=5)

    GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
    ('gabriola',15),text="Games Won: " +
    str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

    OHeMe.configure(text=str(OHealth)+' :Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=DJAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        DJ=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

    def update2(ind):
        if ind==frameCnt2:
            global HHealth
            global HeMe
            HHealth-=Damage
            if HHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                HHealth=0
                HeMe.configure(text='Health: '+
str(HHealth))

                djdeathLabel.destroy()

```

```

LoseLabel=Label (GameScr,height=300,width=201,bd=0,image=LMsgDJ)
                                LoseLabel.grid(column=0,row=0)
                                Event().wait(0.5)
                                Clear2 (GameScr)

PlayAgain=Button (GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button (GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str (GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health:'+str(HHealth))

djdeathLabel.configure(image=djdeath)
                                Event().wait(0.5)

attack1=Button (GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gri
d(column=0,row=2,pady=5)

attack2=Button (GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL)
.grid(column=1,row=2,pady=5)

attack3=Button (GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button (GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4,state=NORM
AL).grid(column=1,row=3,pady=5)

```

```

        else:
            frame = DJ[ind]
            ind+=1
            djdeathLabel.configure(image=frame)
            GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:

        frame = Z4[ind]
        ind+=1
        zolkaLabel.configure(image=frame)
        GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()

    attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1).grid(column=0,row=2,pady=5)

    attack2=Button(GameScr,text="Shockwave
Grenades",height=1,width=18,bg='orange',fg='white',command=at2).grid(column=1,row=2,pady=5)

    attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3).grid(column=0,row=3,pady=5)

    attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4).grid(column=1,row=3,pady=5)

    GameScr.mainloop()

elif Char2S==0:
    HeMe.configure(width=21)
    LMsgPL=PhotoImage(file='WLMsg\LMsgPL.png')
    GameScr.geometry("398x420")

    piclasso=PhotoImage(file="CharIMG\PicLassoF.png")

    piclassoLabel=Label(GameScr,height=300,width=176,bd=0,image=piclasso)
    piclassoLabel.grid(column=0,row=0)

```



```

PL9='AttackAnimation\PLVoicesFromTheVoid.gif'
PL10='AttackAnimation\PLFireball.gif'
PL11='AttackAnimation\PLMindDestruction.gif'
PL12='AttackAnimation\PLShroudedStep.gif'
PLAttack=[PL9,PL10,PL11,PL12]

def at1():
    global zolkaLabel
    global zolka
    attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
n=0,row=2,pady=5)
    attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=2,pady=5)
    attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=0,row=3,pady=5)
    attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=3,pady=5)
    frameCnt=44

Z5=[PhotoImage(file='AttackAnimation\ZBrushAttack.gif',format='gif -index
%i'%(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:
            zolkaLabel.configure(image=zolka)
            global OHeMe
            global OHealth
            DamageO=randint(10,30)
            OHealth-=DamageO
            if OHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                GameWonCnt+=1
                OHealth=0
                OHeMe.configure(text=str(OHealth)
+':Health')
            zolkaLabel.destroy()

```

```
WinLabel=Label (GameScr,height=300,width=222,bd=0,image=WMsgZ).grid(column=1
,row=0)
```

```
Event().wait(0.5)
```

```
Clear2 (GameScr)
```

```
PlayAgain=Button (GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)
```

```
ExitGame=Button (GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)
```

```
GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str (GameCnt)).grid(row=3,column=0,pady=5)
```

```
GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)
```

```
else:
```

```
OHeMe.configure(text=str(OHealth)+' :Health')
```

```
OAtN=randint(0,3)
```

```
Damage=randint(15,30)
```

```
At=PLAttack[OAtN]
```

```
frameCnt2=Cnt[OAtN]
```

```
PL=[PhotoImage(file=At,format='gif -index
%i' %(i)) for i in range(frameCnt2)]
```

```
Event().wait(0.5)
```

```
def update2(ind):
```

```
    if ind==frameCnt2:
```

```
        global HHealth
```

```
        global HeMe
```

```
        HHealth-=Damage
```

```
        if HHealth<=0:
```

```
            global GameCnt
```

```
            global GameWonCnt
```

```
            GameCnt+=1
```

```
            HHealth=0
```

```

HeMe.configure(text='Health: ' +
str(HHealth))

piclassoLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=176,bd=0,image=LMsgPL)
LoseLabel.grid(column=0,row=0)
Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
else:
HeMe.configure(text='Health: '+
str(HHealth))

piclassoLabel.configure(image=piclasso)
Event().wait(0.5)

attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).
grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).gr
id(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).g
rid(column=0,row=3,pady=5)

```

```

attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL)
.grid(column=1,row=3,pady=5)

else:
    frame = PL[ind]
    ind+=1

piclassoLabel.configure(image=frame)

    GameScr.after(40,update2,ind)
    GameScr.after(0,update2,0)
    GameScr.mainloop()

else:
    frame = Z5[ind]
    ind+=1
    zolkaLabel.configure(image=frame)
    GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()
def at2():
    global zolkaLabel
    global zolka
    attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
n=0,row=2,pady=5)
    attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=2,pady=5)
    attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=0,row=3,pady=5)
    attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=3,pady=5)
    frameCnt=59

Z6=[PhotoImage(file='AttackAnimation\ZPaintBomb.gif',format='gif -index
%i' %(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:

```

```

        zolkaLabel.configure(image=zolka)
        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)
+':Health')

            zolkaLabel.destroy()

WinLabel=Label(GameScr,height=300,width=222,bd=0,image=WMsgZ).grid(column=1
,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=PLAttack[OAtN]
        frameCnt2=Cnt[OAtN]

```

```

PL=[PhotoImage(file=At,format ='gif -index
%i' %(i)) for i in range(frameCnt2)]
Event().wait(0.5)
def update2(ind):
    if ind==frameCnt2:
        global HHealth
        global HeMe

        HHealth-=Damage
        if HHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            HHealth=0
            HeMe.configure(text='Health:' +
str(HHealth))

            piclassoLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=176,bd=0,image=LMsgPL)
LoseLabel.grid(column=0,row=0)
Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:
            HeMe.configure(text='Health:' +
str(HHealth))

piclassoLabel.configure(image=piclasso)

```

```

Event().wait(0.5)

attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).
grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).gr
id(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).g
rid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL)
.grid(column=1,row=3,pady=5)

else:
    frame = PL[ind]
    ind+=1

piclassoLabel.configure(image=frame)

GameScr.after(40,update2,ind)
GameScr.after(0,update2,0)
GameScr.mainloop()

else:
    frame = Z6[ind]
    ind+=1
    zolkaLabel.configure(image=frame)
    GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()
def at3():
    global zolkaLabel
    global zolka
    attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colum
n=0,row=2,pady=5)

```

```

        attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=2,pady=5)

        attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=0,row=3,pady=5)

        attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=3,pady=5)

        frameCnt=59

Z7=[PhotoImage(file='AttackAnimation\ZLassoDeath.gif',format='gif -index
%i' %(i)) for i in range(frameCnt)]

        def update(ind):
            if ind==frameCnt:
                zolkaLabel.configure(image=zolka)
                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)
+':Health')

                zolkaLabel.destroy()

WinLabel=Label(GameScr,height=300,width=222,bd=0,image=WMsgZ).grid(column=1
,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

```



```

GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('gabriola',15),text="Games Played: " +
str (GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=PLAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            PL=[PhotoImage(file=At,format='gif -index
%i' %(i)) for i in range(frameCnt2)]
            Event().wait(0.5)
            def update2(ind):
                if ind==frameCnt2:
                    global HHealth
                    global HeMe

                    HHealth-=Damage
                    if HHealth<=0:
                        global GameCnt
                        global GameWonCnt
                        GameCnt+=1
                        HHealth=0
                        HeMe.configure(text='Health:' +
str(HHealth))

                        piclassoLabel.destroy()

LoseLabel=Label (GameScr,height=300,width=176,bd=0,image=LMsgPL)
            LoseLabel.grid(column=0,row=0)
            Event().wait(0.5)
            Clear2 (GameScr)

PlayAgain=Button (GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

```

```

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:
                                    HeMe.configure(text='Health: '+
str(HHealth))

piclassoLabel.configure(image=piclasso)
                                Event().wait(0.5)

attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).
grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).gr
id(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).g
rid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL)
.grid(column=1,row=3,pady=5)
                                else:
                                    frame = PL[ind]
                                    ind+=1

piclassoLabel.configure(image=frame)
                                GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

```

```

        else:
            frame = Z7[ind]
            ind+=1
            zolkaLabel.configure(image=frame)
            GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()

def at4():
    global zolkaLabel
    global zolka
    attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
n=0,row=2,pady=5)
    attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=2,pady=5)
    attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=0,row=3,pady=5)
    attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=3,pady=5)

    frameCnt=44

Z8=[PhotoImage(file='AttackAnimation\ZSixShooter.gif',format ='gif -index
%i' %(i)) for i in range(frameCnt)]
    def update(ind):

        if ind==frameCnt:
            zolkaLabel.configure(image=zolka)
            global OHeMe
            global OHealth
            DamageO=randint(10,30)
            OHealth-=DamageO
            if OHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1

```

```

        GameWonCnt+=1
        OHealth=0
        OHeMe.configure(text=str(OHealth)
+':Health')

        zolkaLabel.destroy()

WinLabel=Label(GameScr,height=300,width=222,bd=0,image=WMsgZ).grid(column=1
,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=PLAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        PL=[PhotoImage(file=At,format ='gif -index
%i' %(i)) for i in range(frameCnt2)]

        Event().wait(0.5)
        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt

```

```

                                global GameWonCnt
                                GameCnt+=1
                                HHealth=0
                                HeMe.configure(text='Health: ' +
str(HHealth))

                                piclassoLabel.destroy()

LoseLabel=Label (GameScr,height=300,width=176,bd=0,image=LMsgPL)
                                LoseLabel.grid(column=0,row=0)
                                Event().wait(0.5)
                                Clear2 (GameScr)

PlayAgain=Button (GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button (GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str (GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:
                                HeMe.configure(text='Health: '+
str(HHealth))

piclassoLabel.configure(image=piclasso)

                                Event().wait(0.5)

attack1=Button (GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL) .
grid(column=0,row=2,pady=5)

attack2=Button (GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL) .gr
id(column=1,row=2,pady=5)

attack3=Button (GameScr,text="Lasso Of

```

```

Death",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).grid(
column=0,row=3,pady=5)

attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL)
.grid(column=1,row=3,pady=5)

else:
    frame = PL[ind]
    ind+=1

piclassoLabel.configure(image=frame)

    GameScr.after(40,update2,ind)
    GameScr.after(0,update2,0)
    GameScr.mainloop()

else:

    frame = Z8[ind]
    ind+=1
    zolkaLabel.configure(image=frame)
    GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()

    attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1).grid(column=0
,row=2,pady=5)

    attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2).grid(column=1,r
ow=2,pady=5)

    attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3).grid(column=0,
row=3,pady=5)

    attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4).grid(column=
1,row=3,pady=5)

    GameScr.mainloop()

elif Char4S==0:
    HeMe.configure(width=37)
    LMsgBTV=PhotoImage(file='WLMsg\LMsgBTV.png')

```

```

GameScr.geometry("546x420")

barbtheviking=PhotoImage(file="CharIMG\BarbTheVikingF.png")

barbthevikingLabel=Label(GameScr,height=300,width=324,bd=0,image=barbthevik
ing)

barbthevikingLabel.grid(column=0,row=0)

BTV9='AttackAnimation\BTVVoicesFromTheVoid.gif'
BTV10='AttackAnimation\BTVFireball.gif'
BTV11='AttackAnimation\BTVMindDestruction.gif'
BTV12='AttackAnimation\BTVShroudedStep.gif'
BTVAttack=[BTV9,BTV10,BTV11,BTV12]

def at1():
    global zolkaLabel
    global zolka
    attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=2,pady=5)
    attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=1,row=2,pady=5)
    attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)
    attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

    frameCnt=44

Z13=[PhotoImage(file='AttackAnimation\ZAxeOfDestruction.gif',format='gif -
index %i' %(i)) for i in range(frameCnt)]

def update(ind):
    if ind==frameCnt:
        zolkaLabel.configure(image=zolka)
        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:

```

```

        global GameCnt
        global GameWonCnt
        GameCnt+=1
        GameWonCnt+=1
        OHealth=0
        OHeMe.configure(text=str(OHealth)+
':Health')

        zolkaLabel.destroy()

WinLabel=Label(GameScr,height=300,width=222,bd=0,image=WMsgZ).grid(column=1
,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=BTVAAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        BTV=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth

```



```

        global HeMe
        HHealth-=Damage
        if HHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            HHealth=0
            HeMe.configure(text='Health: '+
str(HHealth))

            barbthevikingLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=324,bd=0,image=LMsgBTV)
            LoseLabel.grid(column=0,row=0)
            Event().wait(0.5)
            Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
            else:

HeMe.configure(text='Health: '+str(HHealth))

barbthevikingLabel.configure(image=barbtheviking)
            Event().wait(0.5)

attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',command=at1,state=NOR
MAL).grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Colossal

```

```

Punch",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).grid(
column=1,row=2,pady=5)

attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).grid(
column=0,row=3,pady=5)

attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).grid(
column=1,row=3,pady=5)

else:
    frame = BTV[ind]
    ind+=1

barbthevikingLabel.configure(image=frame)

    GameScr.after(40,update2,ind)
    GameScr.after(0,update2,0)
    GameScr.mainloop()

else:
    frame = Z13[ind]
    ind+=1
    zolkaLabel.configure(image=frame)
    GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()
def at2():
    global zolkaLabel
    global zolka
    attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=2,pady=5)
    attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=2,pady=5)
    attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)
    attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

```

```

frameCnt=44

Zl4=[PhotoImage(file='AttackAnimation\ZColossalPunch.gif',format ='gif -
index %i' %(i)) for i in range(frameCnt)]

def update(ind):
    if ind==frameCnt:
        zolkaLabel.configure(image=zolka)
        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)+
':Health')

            zolkaLabel.destroy()

WinLabel=Label(GameScr,height=300,width=222,bd=0,image=WMsgZ).grid(column=1
,row=0)

Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)

else:

```

```

OHeMe.configure(text=str(OHealth)+' :Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=BTVAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        BTV=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

def update2(ind):
    if ind==frameCnt2:
        global HHealth
        global HeMe
        HHealth-=Damage
        if HHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            HHealth=0
            HeMe.configure(text='Health: '+
str(HHealth))

            barbthevikingLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=324,bd=0,image=LMsgBTV)
        LoseLabel.grid(column=0,row=0)
        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=

```

```

('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health:'+str(HHealth))

barbthevikingLabel.configure(image=barbtheviking)
                                Event().wait(0.5)

attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',command=at1,state=NOR
MAL).grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).g
rid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

                                else:
                                    frame = BTV[ind]
                                    ind+=1

barbthevikingLabel.configure(image=frame)
                                GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:
                                    frame = Z14[ind]
                                    ind+=1
                                    zolkaLabel.configure(image=frame)
                                    GameScr.after(40,update,ind)
                                    GameScr.after(0,update,0)
                                    GameScr.mainloop()
def at3():

```

```

        global zolkaLabel
        global zolka
        attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=2,pady=5)
        attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=1,row=2,pady=5)
        attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)
        attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

        frameCnt=44

Z15=[PhotoImage(file='AttackAnimation\ZVikingRage.gif',format='gif -index
%i' %(i)) for i in range(frameCnt)]
        def update(ind):
            if ind==frameCnt:
                zolkaLabel.configure(image=zolka)
                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                    zolkaLabel.destroy()

WinLabel=Label(GameScr,height=300,width=222,bd=0,image=WMsgZ).grid(column=1
,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

```

```

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)

        else:

OHeMe.configure(text=str(OHealth)+':Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=BTVAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        BTV=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:'+
str(HHealth))

                    barbthevikingLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=324,bd=0,image=LMsgBTV)
                    LoseLabel.grid(column=0,row=0)

```

```

Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
else:

HeMe.configure(text='Health:'+str(HHealth))

barbthevikingLabel.configure(image=barbtheviking)
Event().wait(0.5)

attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',command=at1,state=NOR
MAL).grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).g
rid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

else:
    frame = BTV[ind]
    ind+=1

```



```

barbthevikingLabel.configure(image=frame)

        GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:
        frame = Z15[ind]
        ind+=1
        zolkaLabel.configure(image=frame)
        GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()

def at4():
    global zolkaLabel
    global zolka
    attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=2,pady=5)
    attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=1,row=2,pady=5)
    attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)
    attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

    frameCnt=44

Z16=[PhotoImage(file='AttackAnimation\ZBrogueKick.gif',format ='gif -index
%i' %(i)) for i in range(frameCnt)]
    def update(ind):

        if ind==frameCnt:
            zolkaLabel.configure(image=zolka)
            global OHeMe
            global OHealth
            Damage0=randint(10,30)

```

```

        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)+
':Health')

            zolkaLabel.destroy()

WinLabel=Label(GameScr,height=300,width=222,bd=0,image=WMsgZ).grid(column=1
,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=BTVAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        BTV=[PhotoImage(file=At,format ='gif -index
%i' %(i)) for i in range(frameCnt2)]

        Event().wait(0.5)

        def update2(ind):

```

```

        if ind==frameCnt2:
            global HHealth
            global HeMe
            HHealth-=Damage
            if HHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                HHealth=0
                HeMe.configure(text='Health: '+
str(HHealth))

                barbthevikingLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=324,bd=0,image=LMsgBTV)
                LoseLabel.grid(column=0,row=0)
                Event().wait(0.5)
                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                else:

HeMe.configure(text='Health: '+str(HHealth))

barbthevikingLabel.configure(image=barbtheviking)
                Event().wait(0.5)

attack1=Button(GameScr,text="Axe of
Destruction",height=1,width=18,bg='orange',fg='white',command=at1,state=NOR
MAL).grid(column=0,row=2,pady=5)

```

```

attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).g
rid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

                                else:
                                    frame = BTV[ind]
                                    ind+=1

barbthevikingLabel.configure(image=frame)
                                GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:

                                    frame = Z16[ind]
                                    ind+=1
                                    zolkaLabel.configure(image=frame)
                                    GameScr.after(40,update,ind)
                                    GameScr.after(0,update,0)
                                    GameScr.mainloop()

                                attack1=Button(GameScr,text="Axe Of
Destruction",height=1,width=18,bg='orange',fg='white',command=at1).grid(col
umn=0,row=2,pady=5)
                                attack2=Button(GameScr,text="Colossal
Punch",height=1,width=18,bg='orange',fg='white',command=at2).grid(column=1,
row=2,pady=5)
                                attack3=Button(GameScr,text="Viking
Rage",height=1,width=18,bg='orange',fg='white',command=at3).grid(column=0,r
ow=3,pady=5)

```

```

        attack4=Button(GameScr,text="Brogue
Kick",height=1,width=18,bg='orange',fg='white',command=at4).grid(column=1,r
ow=3,pady=5)

        GameScr.mainloop()

    else:
        PlMg=Label(GameScr,height=1,width=26,bg="Black",text="Choose
your
opponent!",font=("playbill",67),fg='#ff0000').grid(row=0,column=0,columnspa
n=4)

    def Ch4():

Char4B=Button(GameScr,height=1,width=12,text="BarbTheViking",state=DISABLED
).grid(row=2,column=3)
        global Char1S
        global Char2S
        global Char3S
        global Char4S
        Char4S=0

        if Char1S==0 or Char2S==0 or Char3S==0:

            Clear(GameScr)
            global barbthevikingLabel
            global barbtheviking
            barbtheviking=PhotoImage(file="CharIMG\BarbTheVikingF.png")

barbthevikingLabel=Label(GameScr,height=300,width=324,bd=0,image=barbthevik
ing)

            barbthevikingLabel.grid(column=1,row=0)
            WMsgBTV=PhotoImage(file='WMsg\WMsgBTV.png')
            Cnt=[44,44,44,44]
            global HHealth
            global OHealth
            HHealth=100
            OHealth=100
            global OHeMe

```

```

OHeMe=Label(GameScr,height=1,width=37,text=str(OHealth)+':Health',font=('playbill',20),bg='black',fg='red',anchor=E)
    OHeMe.grid(row=1,column=1)
    global HeMe

HeMe=Label(GameScr,height=1,width=21,text='Health: '+str(HHealth),font=('playbill',20),bg='black',fg='green',anchor=W)
    HeMe.grid(row=1,column=0)

    if Char1S==0:
        HeMe.configure(width=24)
        LMsgDJ=PhotoImage(file='WLMsg\LMsgDJ.png')
        GameScr.geometry("525x420")

        djdeath=PhotoImage(file="CharIMG\DJ_DeathF.png")
        djdeathLabel=
Label(GameScr,height=300,width=201,bd=0,image=djdeath)
        djdeathLabel.grid(column=0,row=0)

        DJ13='AttackAnimation\DJAxeOfDestruction.gif'
        DJ14='AttackAnimation\DJColossalPunch.gif'
        DJ15='AttackAnimation\DJVikingRage.gif'
        DJ16='AttackAnimation\DJBrogueKick.gif'
        DJAttack=[DJ13,DJ14,DJ15,DJ16]

        def at1():
            global barbthevikingLabel
            global barbtheviking
            attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0
,row=2,pady=5)
            attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=1,row=2,pady=5)
            attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0,row=3,pady=5)
            attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=1,row=3,pady=5)

```

```

frameCnt=44

BTV1=[PhotoImage(file='AttackAnimation\BTVBoomBox.gif',format='gif -index
%i' %(i)) for i in range(frameCnt)]

def update(ind):
    if ind==frameCnt:

barbthevikingLabel.configure(image=barbtheviking)

    global OHeMe
    global OHealth
    DamageO=randint(10,30)
    OHealth-=DamageO
    if OHealth<=0:
        global GameCnt
        global GameWonCnt
        GameCnt+=1
        GameWonCnt+=1
        OHealth=0
        OHeMe.configure(text=str(OHealth)+
':Health')

        barbthevikingLabel.destroy()

WinLabel=Label(GameScr,height=300,width=324,bd=0,image=WMsgBTV).grid(column
=1,row=0)

    Event().wait(0.5)
    Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
    else:

```

```

OHeMe.configure(text=str(OHealth)+' :Health')

OAtN=randint(0,3)
Damage=randint(15,30)
At=DJAttack[OAtN]
frameCnt2=Cnt[OAtN]
DJ=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
Event().wait(0.5)

def update2(ind):
    if ind==frameCnt2:
        global HHealth
        global HeMe
        HHealth-=Damage
        if HHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            HHealth=0
            HeMe.configure(text='Health: '+
str(HHealth))

            djdeathLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=201,bd=0,image=LMsgDJ)
LoseLabel.grid(column=0,row=0)
Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=

```



```

('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health:'+str(HHealth))

djdeathLabel.configure(image=djdeath)

                                Event().wait(0.5)

attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).grid
(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL)
.grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).grid
(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4,state=NORM
AL).grid(column=1,row=3,pady=5)

                                else:
                                    frame = DJ[ind]
                                    ind+=1
                                    djdeathLabel.configure(image=frame)
                                    GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:
                                    frame = BTV1[ind]
                                    ind+=1
                                    barbthevikingLabel.configure(image=frame)
                                    GameScr.after(40,update,ind)
                                GameScr.after(0,update,0)
                                GameScr.mainloop()
def at2():
    global barbthevikingLabel

```

```

        global barbtheviking
        attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0
,row=2,pady=5)

        attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=2,pady=5)

        attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)

        attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(c
olumn=1,row=3,pady=5)

        frameCnt=44

BTV2=[PhotoImage(file='AttackAnimation\BTVShockwaveGrenade.gif',format
='gif -index %i' %(i)) for i in range(frameCnt)]
        def update(ind):
            if ind==frameCnt:

barbthevikingabel.configure(image=barbtheviking)

                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                    barbthevikingLabel.destroy()

WinLabel=Label(GameScr,height=300,width=324,bd=0,image=WMsgBTV).grid(column
=1,row=0)

                Event().wait(0.5)
                Clear2(GameScr)

```

```

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=DJAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            DJ=[PhotoImage(file=At,format='gif -index
%i' %(i)) for i in range(frameCnt2)]
            Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:'+
str(HHealth))

                    djdeathLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=201,bd=0,image=LMsgDJ)
                    LoseLabel.grid(column=0,row=0)

```

```

        Event().wait(0.5)
        Clear2(GameScr)

    PlayAgain=Button(GameScr,height=1,width=12,text="Try
    Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

    ExitGame=Button(GameScr,height=1,width=12,text="Exit
    Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

    GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
    abriola',15),text="Games Played: " +
    str(GameCnt)).grid(row=3,column=0,pady=5)

    GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
    ('gabriola',15),text="Games Won: " +
    str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

    HeMe.configure(text='Health:'+str(HHealth))

    djdeathLabel.configure(image=djdeath)

        Event().wait(0.5)

    attack1=Button(GameScr,text="Boom
    Box",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gri
    d(column=0,row=2,pady=5)

    attack2=Button(GameScr,text="Shockwave
    Grenade",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL)
    .grid(column=1,row=2,pady=5)

    attack3=Button(GameScr,text="Deadly
    Beat",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
    id(column=0,row=3,pady=5)

    attack4=Button(GameScr,text="Musical
    Entrapment",height=1,width=18,bg='orange',fg='white',command=at4,state=NORM
    AL).grid(column=1,row=3,pady=5)

        else:
            frame = DJ[ind]
            ind+=1

```

```

        djdeathLabel.configure(image=frame)
        GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:
        frame = BTV2[ind]
        ind+=1
        barbthevikingLabel.configure(image=frame)
        GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()
def at3():
    global barbthevikingLabel
    global barbtheviking
    attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0
,row=2,pady=5)
    attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=2,pady=5)
    attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)
    attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(c
olumn=1,row=3,pady=5)
    frameCnt=44

BTV3=[PhotoImage(file='AttackAnimation\BTVDeadlyBeat.gif',format ='gif -
index %i' %(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:

barbthevikingLabel.configure(image=barbtheviking)
        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt

```

```

        global GameWonCnt
        GameCnt+=1
        GameWonCnt+=1
        OHealth=0
        OHeMe.configure(text=str(OHealth)+
':Health')

        barbthevikingLabel.destroy()

WinLabel=Label(GameScr,height=300,width=324,bd=0,image=WMsgBTV).grid(column
=1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=DJAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        DJ=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]

        Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe

```

```

        HHealth-=Damage
        if HHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            HHealth=0
            HeMe.configure(text='Health: '+
str(HHealth))

            djdeathLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=201,bd=0,image=LMsgDJ)
            LoseLabel.grid(column=0,row=0)
            Event().wait(0.5)
            Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
            else:

HeMe.configure(text='Health: '+str(HHealth))

            djdeathLabel.configure(image=djdeath)

            Event().wait(0.5)

attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gri
d(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Shockwave

```

```

Grenade",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL)
.grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4,state=NORM
AL).grid(column=1,row=3,pady=5)

        else:
            frame = DJ[ind]
            ind+=1
            djdeathLabel.configure(image=frame)
            GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:
        frame = BTV3[ind]
        ind+=1
        barbthevikingLabel.configure(image=frame)
        GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()

def at4():
    global barbthevikingLabel
    global barbtheviking
    attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0
,row=2,pady=5)

    attack2=Button(GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=2,pady=5)

    attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)

    attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(c
olumn=1,row=3,pady=5)

```



```

frameCnt=74

BTV4=[PhotoImage(file='AttackAnimation\BTVMusicalEntrapment.gif',format
='gif -index %i' %(i)) for i in range(frameCnt)]

def update(ind):

    if ind==frameCnt:

barbthevikingLabel.configure(image=barbtheviking)

        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth) +
':Health')

            barbthevikingLabel.destroy()

WinLabel=Label(GameScr,height=300,width=324,bd=0,image=WMsgBTV).grid(column
=1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=

```

```

('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+'Health')
                OAtN=randint(0,3)
                Damage=randint(15,30)
                At=DJAttack[OAtN]
                frameCnt2=Cnt[OAtN]
                DJ=[PhotoImage(file=At,format='gif -index
%i' %(i)) for i in range(frameCnt2)]
                Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health: '+
str(HHealth))

                    djdeathLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=201,bd=0,image=LMsgDJ)
                LoseLabel.grid(column=0,row=0)
                Event().wait(0.5)
                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

```

```

GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health:'+str(HHealth))

djdeathLabel.configure(image=djdeath)
                                Event().wait(0.5)

attack1=Button (GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gri
d(column=0,row=2,pady=5)

attack2=Button (GameScr,text="Shockwave
Grenade",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL)
.grid(column=1,row=2,pady=5)

attack3=Button (GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).gr
id(column=0,row=3,pady=5)

attack4=Button (GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4,state=NORM
AL).grid(column=1,row=3,pady=5)
                                else:
                                    frame = DJ[ind]
                                    ind+=1
                                    djdeathLabel.configure(image=frame)
                                    GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:

                                    frame = BTV4[ind]
                                    ind+=1
                                    barbthevikingLabel.configure(image=frame)
                                    GameScr.after(40,update,ind)
                                GameScr.after(0,update,0)

```

```

        GameScr.mainloop()

        attack1=Button(GameScr,text="Boom
Box",height=1,width=18,bg='orange',fg='white',command=at1).grid(column=0,row=2,pady=5)

        attack2=Button(GameScr,text="Shockwave
Grenades",height=1,width=18,bg='orange',fg='white',command=at2).grid(column=1,row=2,pady=5)

        attack3=Button(GameScr,text="Deadly
Beat",height=1,width=18,bg='orange',fg='white',command=at3).grid(column=0,row=3,pady=5)

        attack4=Button(GameScr,text="Musical
Entrapment",height=1,width=18,bg='orange',fg='white',command=at4).grid(column=1,row=3,pady=5)

        GameScr.mainloop()

    elif Char2S==0:
        HeMe.configure(width=21)
        LMsgPL=PhotoImage(file='WLMsg\LMsgPL.png')
        GameScr.geometry("500x420")

        piclasso=PhotoImage(file="CharIMG\PicLassoF.png")

        piclassoLabel=Label(GameScr,height=300,width=176,bd=0,image=piclasso)
        piclassoLabel.grid(column=0,row=0)

        PL13='AttackAnimation\PLAxeOfDestruction.gif'
        PL14='AttackAnimation\PLColossalPunch.gif'
        PL15='AttackAnimation\PLVikingRage.gif'
        PL16='AttackAnimation\PLBrogueKick.gif'
        PLAttack=[PL13,PL14,PL15,PL16]

        def at1():
            global barbthevikingLabel
            global barbtheviking
            attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0,row=2,pady=5)

            attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=1,row=2,pady=5)

```

```

        attack3=Button(GameScr,text="Lasso of
Death",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=0,row=3,pady=5)

        attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=3,pady=5)

        frameCnt=44

BTV5=[PhotoImage(file='AttackAnimation\BTVBrushAttack.gif',format='gif -
index %i' %(i)) for i in range(frameCnt)]

        def update(ind):
            if ind==frameCnt:

barbthevikingLabel.configure(image=barbtheviking)

                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)
+':Health')

                    barbthevikingLabel.destroy()

WinLabel=Label(GameScr,height=300,width=324,bd=0,image=WMsgBTV).grid(column
=1,row=0)

                Event().wait(0.5)
                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g

```

```

abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=PLAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            PL=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
            Event().wait(0.5)
            def update2(ind):
                if ind==frameCnt2:
                    global HHealth
                    global HeMe

                    HHealth-=Damage
                    if HHealth<=0:
                        global GameCnt
                        global GameWonCnt
                        GameCnt+=1
                        HHealth=0
                        HeMe.configure(text='Health: ' +
str(HHealth))

                        piclassoLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=176,bd=0,image=LMsgPL)
            LoseLabel.grid(column=0,row=0)
            Event().wait(0.5)
            Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

```

```

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('gabriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
else:
    HeMe.configure(text='Health:'+
str(HHealth))

piclassoLabel.configure(image=piclasso)
Event().wait(0.5)

attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).
grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).gr
id(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).g
rid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL)
.grid(column=1,row=3,pady=5)

else:
    frame = PL[ind]
    ind+=1

piclassoLabel.configure(image=frame)
GameScr.after(40,update2,ind)
GameScr.after(0,update2,0)
GameScr.mainloop()

else:
    frame = BTV5[ind]

```

```

        ind+=1
        barbthevikingLabel.configure(image=frame)
        GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()
def at2():
    global barbthevikingLabel
    global barbtheviking
    attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
n=0,row=2,pady=5)
    attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=2,pady=5)
    attack3=Button(GameScr,text="Lasso of
Death",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=3,pady=5)
    attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=3,pady=5)
    frameCnt=59

BTV6=[PhotoImage(file='AttackAnimation\BTVPaintBomb.gif',format='gif -
index %i'%(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:

barbthevikingLabel.configure(image=barbtheviking)
        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)
+':Health')

            barbthevikingLabel.destroy()

```



```
WinLabel=Label (GameScr,height=300,width=324,bd=0,image=WMsgBTV).grid(column
=1,row=0)
```

```
Event().wait(0.5)
```

```
Clear2 (GameScr)
```

```
PlayAgain=Button (GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)
```

```
ExitGame=Button (GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)
```

```
GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str (GameCnt)).grid(row=3,column=0,pady=5)
```

```
GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)
```

```
else:
```

```
OHeMe.configure(text=str(OHealth)+' :Health')
```

```
OAtN=randint(0,3)
```

```
Damage=randint(15,30)
```

```
At=PLAttack[OAtN]
```

```
frameCnt2=Cnt[OAtN]
```

```
PL=[PhotoImage(file=At,format='gif -index
%i' %(i)) for i in range(frameCnt2)]
```

```
Event().wait(0.5)
```

```
def update2(ind):
```

```
    if ind==frameCnt2:
```

```
        global HHealth
```

```
        global HeMe
```

```
        HHealth-=Damage
```

```
        if HHealth<=0:
```

```
            global GameCnt
```

```
            global GameWonCnt
```

```
            GameCnt+=1
```

```
            HHealth=0
```

```

HeMe.configure(text='Health: ' +
str(HHealth))

piclassoLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=176,bd=0,image=LMsgPL)
LoseLabel.grid(column=0,row=0)
Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
else:
HeMe.configure(text='Health: '+
str(HHealth))

piclassoLabel.configure(image=piclasso)
Event().wait(0.5)

attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).
grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).gr
id(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).g
rid(column=0,row=3,pady=5)

```

```

attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL)
.grid(column=1,row=3,pady=5)

else:
    frame = PL[ind]
    ind+=1

piclassoLabel.configure(image=frame)

    GameScr.after(40,update2,ind)
    GameScr.after(0,update2,0)
    GameScr.mainloop()

else:
    frame = BTV6[ind]
    ind+=1
    barbthevikingLabel.configure(image=frame)
    GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()
def at3():
    global barbthevikingLabel
    global barbtheviking
    attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
n=0,row=2,pady=5)
    attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=2,pady=5)
    attack3=Button(GameScr,text="Lasso of
Death",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=0,row=3,pady=5)
    attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=3,pady=5)
    frameCnt=59

BTV7=[PhotoImage(file='AttackAnimation\BTVLassoDeath.gif',format='gif -
index %i' %(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:

```

```

barbthevikingLabel.configure(image=barbtheviking)
    global OHeMe
    global OHealth
    DamageO=randint(10,30)
    OHealth-=DamageO
    if OHealth<=0:
        global GameCnt
        global GameWonCnt
        GameCnt+=1
        GameWonCnt+=1
        OHealth=0
        OHeMe.configure(text=str(OHealth)
+':Health')

        barbthevikingLabel.destroy()

WinLabel=Label(GameScr,height=300,width=324,bd=0,image=WMsgBTV).grid(column
=1,row=0)

    Event().wait(0.5)
    Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=PLAttack[OAtN]
        frameCnt2=Cnt[OAtN]

```

```

        PL=[PhotoImage(file=At,format ='gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)
        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe

                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:' +
str(HHealth))

                    piclassoLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=176,bd=0,image=LMsgPL)
                    LoseLabel.grid(column=0,row=0)
                    Event().wait(0.5)
                    Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                else:
                    HeMe.configure(text='Health:' +
str(HHealth))

piclassoLabel.configure(image=piclasso)

```

```

        Event().wait(0.5)

attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).
grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).gr
id(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).g
rid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL)
.grid(column=1,row=3,pady=5)

        else:
            frame = PL[ind]
            ind+=1

piclassoLabel.configure(image=frame)

            GameScr.after(40,update2,ind)
            GameScr.after(0,update2,0)
            GameScr.mainloop()

        else:
            frame = BTV7[ind]
            ind+=1
            barbthevikingLabel.configure(image=frame)
            GameScr.after(40,update,ind)
            GameScr.after(0,update,0)
            GameScr.mainloop()

def at4():
    global barbthevikingLabel
    global barbtheviking
    attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colum
n=0,row=2,pady=5)

```

```

        attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=2,pady=5)

        attack3=Button(GameScr,text="Lasso of
Death",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column
=0,row=3,pady=5)

        attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(colu
mn=1,row=3,pady=5)

        frameCnt=44

BTV8=[PhotoImage(file='AttackAnimation\BTVSixShooter.gif',format ='gif -
index %i' %(i)) for i in range(frameCnt)]

        def update(ind):

            if ind==frameCnt:

barbthevikingLabel.configure(image=barbtheviking)

                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)
+' :Health')

                    barbthevikingLabel.destroy()

WinLabel=Label(GameScr,height=300,width=324,bd=0,image=WMsgBTV).grid(column
=1,row=0)

                Event().wait(0.5)
                Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

```

```

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+'Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=PLAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            PL=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
            Event().wait(0.5)
            def update2(ind):
                if ind==frameCnt2:
                    global HHealth
                    global HeMe

                    HHealth-=Damage
                    if HHealth<=0:
                        global GameCnt
                        global GameWonCnt
                        GameCnt+=1
                        HHealth=0
                        HeMe.configure(text='Health:' +
str(HHealth))

                        piclassoLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=176,bd=0,image=LMsgPL)
            LoseLabel.grid(column=0,row=0)
            Event().wait(0.5)
            Clear2(GameScr)

```



```

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                    else:
                        HeMe.configure(text='Health: '+
str(HHealth))

piclassoLabel.configure(image=piclasso)
                    Event().wait(0.5)

attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).
grid(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).gr
id(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).g
rid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL)
.grid(column=1,row=3,pady=5)
                    else:
                        frame = PL[ind]
                        ind+=1

piclassoLabel.configure(image=frame)

```

```

        GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:

        frame = BTV8[ind]
        ind+=1
        barbthevikingLabel.configure(image=frame)
        GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()

        attack1=Button(GameScr,text="Brush
Attack",height=1,width=18,bg='orange',fg='white',command=at1).grid(column=0
,row=2,pady=5)
        attack2=Button(GameScr,text="Paint
Bomb",height=1,width=18,bg='orange',fg='white',command=at2).grid(column=1,r
ow=2,pady=5)
        attack3=Button(GameScr,text="Lasso Of
Death",height=1,width=18,bg='orange',fg='white',command=at3).grid(column=0,
row=3,pady=5)
        attack4=Button(GameScr,text="Six
Shooter",height=1,width=18,bg='orange',fg='white',command=at4).grid(column=
1,row=3,pady=5)
        GameScr.mainloop()

    elif Char3S==0:
        HeMe.configure(width=26)
        LMsgZ=PhotoImage(file='WLMsg\LMsgZ.png')
        GameScr.geometry("546x420")

        zolka=PhotoImage(file="CharIMG\ZolkaF.png")

        zolkaLabel=Label(GameScr,height=300,width=222,bd=0,image=zolka)
        zolkaLabel.grid(column=0,row=0)

        Z13='AttackAnimation\ZAxeOfDestruction.gif'
        Z14='AttackAnimation\ZColossalPunch.gif'
        Z15='AttackAnimation\ZVikingRage.gif'
        Z16='AttackAnimation\ZBrogueKick.gif'

```

```

ZAttack=[Z13,Z14,Z15,Z16]

def at1():
    global barbthevikingLabel
    global barbtheviking
    attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=2,pady=5)

    attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',state=DISABLED).grid(column=1,row=2,pady=5)
    attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=3,pady=5)
    attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

    frameCnt=44

    BTV9=[PhotoImage(file='AttackAnimation\BTVVoicesFromTheVoid.gif',format
='gif -index %i' %(i)) for i in range(frameCnt)]

    def update(ind):
        if ind==frameCnt:

barbthevikingLabel.configure(image=barbtheviking)

        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)+
':Health')

            barbthevikingLabel.destroy()

    WinLabel=Label(GameScr,height=300,width=324,bd=0,image=WMsgBTV).grid(column
=1,row=0)

```

```

        Event().wait(0.5)
        Clear2(GameScr)

    PlayAgain=Button(GameScr,height=1,width=12,text="Play
    Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

    ExitGame=Button(GameScr,height=1,width=12,text="Exit
    Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

    GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
    abriola',15),text="Games Played: " +
    str(GameCnt)).grid(row=3,column=0,pady=5)

    GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
    ('gabriola',15),text="Games Won: " +
    str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

    OHeMe.configure(text=str(OHealth)+' :Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=ZAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        Z=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

    def update2(ind):
        if ind==frameCnt2:
            global HHealth
            global HeMe
            HHealth-=Damage
            if HHealth<=0:
                global GameCnt
                global GameWonCnt
                GameCnt+=1
                HHealth=0
                HeMe.configure(text='Health: '+
str(HHealth))

                zolkaLabel.destroy()

```

```

LoseLabel=Label (GameScr,height=300,width=222,bd=0,image=LMsgZ)
                                LoseLabel.grid(column=0,row=0)
                                Event().wait(0.5)
                                Clear2 (GameScr)

PlayAgain=Button (GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button (GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str (GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label (GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str (GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health:'+str(HHealth))

zolkaLabel.configure(image=zolka)
                                Event().wait(0.5)

attack1=Button (GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gr
id(column=0,row=2,pady=5)

attack2=Button (GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',command=at2,state=NORMAL).grid(column=1,row=2,pady=5)

attack3=Button (GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',command=at3,state=NOR
MAL).grid(column=0,row=3,pady=5)

attack4=Button (GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)
                                else:

```

```

        frame = Z[ind]
        ind+=1
        zolkaLabel.configure(image=frame)
        GameScr.after(40,update2,ind)
    GameScr.after(0,update2,0)
    GameScr.mainloop()

    else:
        frame = BTV9[ind]
        ind+=1
        barbthevikingLabel.configure(image=frame)
        GameScr.after(40,update,ind)
    GameScr.after(0,update,0)
    GameScr.mainloop()

def at2():
    global barbthevikingLabel
    global barbtheviking
    attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=2,pady=5)

    attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',state=DISABLED).grid(column=1,row=2,pady=5)
    attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=3,pady=5)
    attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

    frameCnt=89

    BTV10=[PhotoImage(file='AttackAnimation\BTVFireball.gif',format='gif -
index %i' %(i)) for i in range(frameCnt)]
    def update(ind):
        if ind==frameCnt:

            barbthevikingLabel.configure(image=barbtheviking)
            global OHeMe
            global OHealth
            DamageO=randint(10,30)
            OHealth-=DamageO

```

```

        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)+
':Health')

            barbthevikingLabel.destroy()

WinLabel=Label(GameScr,height=300,width=324,bd=0,image=WMsgBTV).grid(column
=1,row=0)

            Event().wait(0.5)
            Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')

            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=ZAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            Z=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]

            Event().wait(0.5)

            def update2(ind):
                if ind==frameCnt2:

```

```

        global HHealth
        global HeMe
        HHealth-=Damage
        if HHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            HHealth=0
            HeMe.configure(text='Health: '+
str(HHealth))

            zolkaLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=222,bd=0,image=LMsgZ)
            LoseLabel.grid(column=0,row=0)
            Event().wait(0.5)
            Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

HeMe.configure(text='Health: '+str(HHealth))

zolkaLabel.configure(image=zolka)

            Event().wait(0.5)

attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gr
id(column=0,row=2,pady=5)

```



```
attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='white',command=at2,state=NORMAL).grid(column=1,row=2,pady=5)
```

```
attack3=Button(GameScr,text="Mind Destruction",height=1,width=18,bg='orange',fg='white',command=at3,state=NORMAL).grid(column=0,row=3,pady=5)
```

```
attack4=Button(GameScr,text="Shrouded Step",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).grid(column=1,row=3,pady=5)
```

```
else:
```

```
    frame = Z[ind]
```

```
    ind+=1
```

```
    zolkaLabel.configure(image=frame)
```

```
    GameScr.after(40,update2,ind)
```

```
    GameScr.after(0,update2,0)
```

```
    GameScr.mainloop()
```

```
else:
```

```
    frame = BTv10[ind]
```

```
    ind+=1
```

```
    barbthevikingLabel.configure(image=frame)
```

```
    GameScr.after(40,update,ind)
```

```
    GameScr.after(0,update,0)
```

```
    GameScr.mainloop()
```

```
def at3():
```

```
    global barbthevikingLabel
```

```
    global barbtheviking
```

```
    attack1=Button(GameScr,text="Voices From The Void",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0,row=2,pady=5)
```

```
attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=1,row=2,pady=5)
```

```
    attack3=Button(GameScr,text="Mind Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=0,row=3,pady=5)
```

```
    attack4=Button(GameScr,text="Shrouded Step",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=1,row=3,pady=5)
```

```

frameCnt=44

BTV11=[PhotoImage(file='AttackAnimation\BTVMindDestruction.gif',format
='gif -index %i' %(i)) for i in range(frameCnt)]

def update(ind):
    if ind==frameCnt:

barbthevikingLabel.configure(image=barbtheviking)

        global OHeMe
        global OHealth
        DamageO=randint(10,30)
        OHealth-=DamageO
        if OHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            GameWonCnt+=1
            OHealth=0
            OHeMe.configure(text=str(OHealth)+
':Health')

            barbthevikingLabel.destroy()

WinLabel=Label(GameScr,height=300,width=324,bd=0,image=WMsgBTV).grid(column
=1,row=0)

        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

```

```

OHeMe.configure(text=str(OHealth)+' :Health')

        OAtN=randint(0,3)
        Damage=randint(15,30)
        At=ZAttack[OAtN]
        frameCnt2=Cnt[OAtN]
        Z=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
        Event().wait(0.5)

def update2(ind):
    if ind==frameCnt2:
        global HHealth
        global HeMe
        HHealth-=Damage
        if HHealth<=0:
            global GameCnt
            global GameWonCnt
            GameCnt+=1
            HHealth=0
            HeMe.configure(text='Health: '+
str(HHealth))

            zolkaLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=222,bd=0,image=LMsgZ)
        LoseLabel.grid(column=0,row=0)
        Event().wait(0.5)
        Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=

```

```

('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
                                else:

HeMe.configure(text='Health:'+str(HHealth))

zolkaLabel.configure(image=zolka)

                                Event().wait(0.5)

attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).grid(
column=0,row=2,pady=5)

attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',command=at2,state=NORMAL).grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',command=at3,state=NOR
MAL).grid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).grid(
column=1,row=3,pady=5)

                                else:
                                    frame = Z[ind]
                                    ind+=1
                                    zolkaLabel.configure(image=frame)
                                    GameScr.after(40,update2,ind)
                                GameScr.after(0,update2,0)
                                GameScr.mainloop()

                                else:
                                    frame = BTV11[ind]
                                    ind+=1
                                    barbthevikingLabel.configure(image=frame)
                                    GameScr.after(40,update,ind)
                                GameScr.after(0,update,0)
                                GameScr.mainloop()

def at4():
    global barbthevikingLabel

```

```

        global barbtheviking
        attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
0,row=2,pady=5)

        attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',state=DISABLED).grid(column=1,row=2,pady=5)
        attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(
column=0,row=3,pady=5)
        attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',state=DISABLED).grid(column=
1,row=3,pady=5)

        frameCnt=59

        BTV12=[PhotoImage(file='AttackAnimation\BTVShroudedStep.gif',format='gif -
index %i' %(i)) for i in range(frameCnt)]
        def update(ind):

            if ind==frameCnt:

                barbthevikingLabel.configure(image=barbtheviking)

                global OHeMe
                global OHealth
                DamageO=randint(10,30)
                OHealth-=DamageO
                if OHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    GameWonCnt+=1
                    OHealth=0
                    OHeMe.configure(text=str(OHealth)+
':Health')

                    barbthevikingLabel.destroy()

                WinLabel=Label(GameScr,height=300,width=324,bd=0,image=WMsgBTV).grid(column
=1,row=0)

                Event().wait(0.5)
                Clear2(GameScr)

```

```

PlayAgain=Button(GameScr,height=1,width=12,text="Play
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
        else:

OHeMe.configure(text=str(OHealth)+':Health')
            OAtN=randint(0,3)
            Damage=randint(15,30)
            At=ZAttack[OAtN]
            frameCnt2=Cnt[OAtN]
            Z=[PhotoImage(file=At,format = 'gif -index
%i' %(i)) for i in range(frameCnt2)]
            Event().wait(0.5)

        def update2(ind):
            if ind==frameCnt2:
                global HHealth
                global HeMe
                HHealth-=Damage
                if HHealth<=0:
                    global GameCnt
                    global GameWonCnt
                    GameCnt+=1
                    HHealth=0
                    HeMe.configure(text='Health:'+
str(HHealth))

                    zolkaLabel.destroy()

LoseLabel=Label(GameScr,height=300,width=222,bd=0,image=LMsgZ)
                    LoseLabel.grid(column=0,row=0)

```

```

Event().wait(0.5)
Clear2(GameScr)

PlayAgain=Button(GameScr,height=1,width=12,text="Try
Again!",fg='white',bg='black',command=OpGa).grid(row=2,column=0)

ExitGame=Button(GameScr,height=1,width=12,text="Exit
Game",fg='white',bg='black',command=ExGa).grid(row=2,column=1)

GameCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=('g
abriola',15),text="Games Played: " +
str(GameCnt)).grid(row=3,column=0,pady=5)

GameWonCntLabel=Label(GameScr,height=2,width=15,bg='black',fg='white',font=
('gabriola',15),text="Games Won: " +
str(GameWonCnt)).grid(row=3,column=1,pady=5)
else:

HeMe.configure(text='Health:'+str(HHealth))

zolkaLabel.configure(image=zolka)

Event().wait(0.5)

attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1,state=NORMAL).gr
id(column=0,row=2,pady=5)

attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='wh
ite',command=at2,state=NORMAL).grid(column=1,row=2,pady=5)

attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',command=at3,state=NOR
MAL).grid(column=0,row=3,pady=5)

attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4,state=NORMAL).gr
id(column=1,row=3,pady=5)

else:
    frame = Z[ind]
    ind+=1
    zolkaLabel.configure(image=frame)

```

```

        GameScr.after(40,update2,ind)
        GameScr.after(0,update2,0)
        GameScr.mainloop()

    else:

        frame = BTV12[ind]
        ind+=1
        barbthevikingLabel.configure(image=frame)
        GameScr.after(40,update,ind)
        GameScr.after(0,update,0)
        GameScr.mainloop()

        attack1=Button(GameScr,text="Voices From The
Void",height=1,width=18,bg='orange',fg='white',command=at1).grid(column=0,row=2,pady=5)

        attack2=Button(GameScr,text="Fireball",height=1,width=18,bg='orange',fg='white',command=at2).grid(column=1,row=2,pady=5)
        attack3=Button(GameScr,text="Mind
Destruction",height=1,width=18,bg='orange',fg='white',command=at3).grid(column=0,row=3,pady=5)
        attack4=Button(GameScr,text="Shrouded
Step",height=1,width=18,bg='orange',fg='white',command=at4).grid(column=1,row=3,pady=5)

        GameScr.mainloop()

    else:

        PlMg=Label(GameScr,height=1,width=26,bg="Black",text="Choose
your
opponent!",font=("playbill",67),fg='#ff0000').grid(row=0,column=0,columnspan=4)

        Char1B=Button(GameScr,height=1,width=8,text="DJ
Death",command=Ch1).grid(row=2,column=0,)

        Char2B=Button(GameScr,height=1,width=8,text="PicLasso",command=Ch2).grid(row=2,column=1)

        Char3B=Button(GameScr,height=1,width=8,text="Zolka",command=Ch3).grid(row=2,column=2)

```



```
Char4B=Button(GameScr,height=1,width=12,text="BarbTheViking",command=Ch4).grid(row=2,column=3)
```

```
GameScr.mainloop()
```

```
#StartScreenWidgets
```

```
StGam=Button(Battle,height=1,width=15,text="Start  
Game",command=OpGa,bg="orange",fg="white").grid(row=0,column=1,padx=5)  
OptGam=Button(Battle,height=1,width=15,text="Options",command=OptGa,bg="blue",fg="white").grid(row=1,column=1,padx=5)  
ExGam=Button(Battle,height=1,width=15,text="Exit  
Game",command=ExGa,bg="gray",fg="white").grid(row=2,column=1,padx=5)
```

```
Battle.mainloop()
```

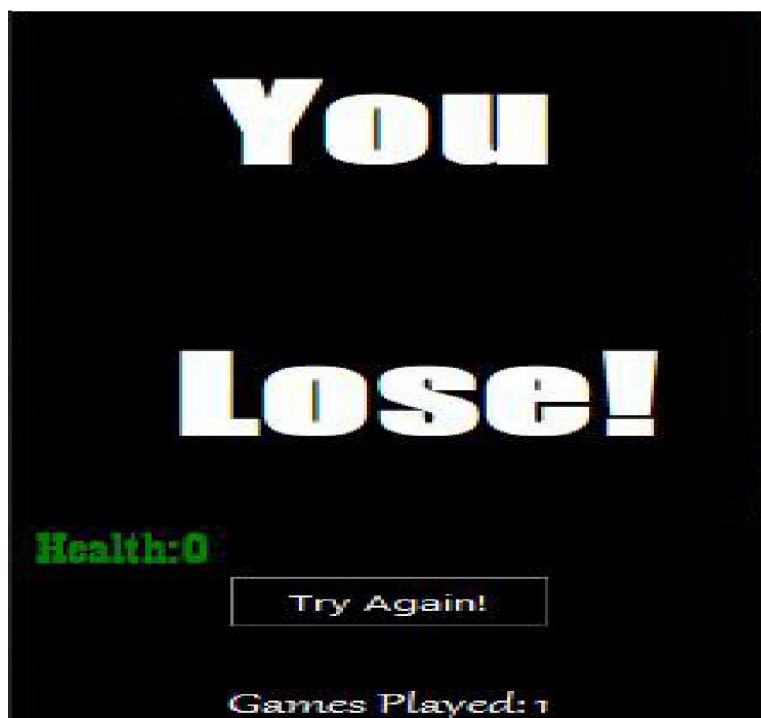
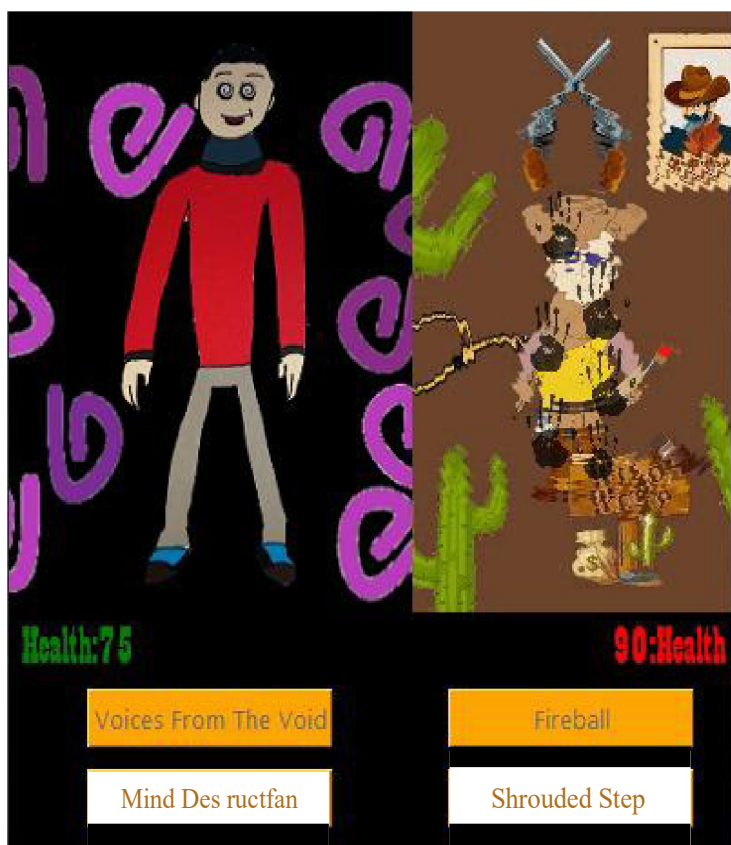
## SCREENSHOTS



'X' The Final Showdown



X



## **Bibliography/Reference**

Learnt Tkinter from:

<https://youtu.be/YXPyB4XeYLA>

Syntax to run GIF:

<https://stackoverflow.com/questions/28518072/play-animations-in-gif-with-tkinter>