#pgzero

import random

mode = 'mode1'

if mode == "tic\_tac":

X = 600

Y = 600

else:

X = 600

Y = 400

WIDTH = X

HEIGHT = Y

TITLE = "1 and 2 player minigames"

FPS = 60

personship = Actor("creatureship")

personship2 = Actor("creature2")

background1 = Actor("background1")

background2 = Actor("background2")

background3 = Actor("orig")

background4 = Actor("background4")

cookie = Actor("cookie")

bonus\_1 = Actor('bonus', (300, 50))

bonus\_2 = Actor('bonus', (300, 150))

bonus\_3 = Actor('bonus', (300, 250))

bonus\_4 = Actor('bonus', (300, 150))

bonus\_5 = Actor('bonus', (300, 250))

bonus\_6 = Actor('bonus', (150, 100))

bonus\_7 = Actor('bonus', (450, 100))

bonus\_8 = Actor('bonus', (300, 250))

cross = Actor('cross', (20, 20))

bullets = []

enemies = []

C1 = Actor('fondo blanco',( 75, 75))

C2 = Actor('fondo blanco',(300 , 75))

C3 = Actor('fondo blanco',(525 , 75))

C4 = Actor('fondo blanco',( 75, 300))

C5 = Actor('fondo blanco',(300 , 300))

C6 = Actor('fondo blanco',(525 , 300))

C7 = Actor('fondo blanco',( 75, 525))

C8 = Actor('fondo blanco',(300 , 525))

C9 = Actor('fondo blanco',(525 , 525))

for i in range(1):

x = random.randint(700, 800)

y = random.randint(0, 400)

enemy = Actor("ovnis1", (x, y))

enemy.speed = random.randint(1, 3)

enemies.append(enemy)

def draw():

screen.clear()

if mode == "mode1":

background2.draw()

bonus\_1.draw()

bonus\_2.draw()

bonus\_3.draw()

screen.draw.text('1 player ', center=(300, 50), color = 'black', fontsize = 25)

screen.draw.text("2 player", center=(300, 150), color="black", fontsize = 25)

if mode == "mode2":

background3.draw()

bonus\_4.draw()

bonus\_5.draw()

screen.draw.text('Clicker', center=(300, 150), color = 'black', fontsize = 25)

screen.draw.text("snake ", center=(300, 250), color="black", fontsize = 25)

cross.draw()

if mode == "mode3":

background4.draw()

bonus\_6.draw()

bonus\_7.draw()

bonus\_8.draw()

screen.draw.text('Ships', center=(150, 100), color = 'black', fontsize = 25)

screen.draw.text('Tic Tac Toe', center=(450, 100), color = 'black', fontsize = 25)

screen.draw.text("Duels ", center=(300, 250), color="black", fontsize = 25)

cross.draw()

if mode == "ships":

screen.clear()

background1.draw()

personship.draw()

personship2.draw()

cross.draw()

for i in range(len(enemies)):

enemies[i].draw()

for i in range(len(bullets)):

bullets[i].draw()

if mode == "end1":

screen.fill("black")

screen.draw.text('Game Over!', center=(300, 200), color = 'white', fontsize = 50)

screen.draw.text('Press enter to continue', center=(300, 300), color = 'white', fontsize = 25)

cross.draw()

if mode == "tic\_tac":

screen.fill("black")

C1.draw()

C2.draw()

C3.draw()

C4.draw()

C5.draw()

C6.draw()

C7.draw()

C8.draw()

C9.draw()

def on\_mouse\_down(button,pos):

global mode

global bonus\_1

global bonus\_2

global bonus\_3

global bonus\_4

global bonus\_5

if button == mouse.LEFT:

if bonus\_1.collidepoint(pos):

mode = "mode2"

elif bonus\_2.collidepoint(pos):

mode = "mode3"

elif mode == "mode2" or "mode3"and cross.collidepoint(pos):

mode = "mode1"

elif mode == "end1"and cross.collidepoint(pos):

mode = "mode1"

elif bonus\_6.collidepoint(pos):

mode = "ships"

def enemy\_ship():

for i in range(len(enemies)):

enemies[i].x -= enemies[i].speed

if enemies[i].x < -50:

enemies.pop(i)

new\_shipenemy()

def ships\_collisions():

global mode

for i in range(len(enemies)):

if personship.colliderect(enemies[i]) or personship2.colliderect(enemies[i]):

mode = "end1"

def bullets\_colissions():

for i in range(len(bullets)):

for j in range(len(enemies)):

if (bullets[i]).colliderect(enemies[j]):

enemies.pop(j)

new\_shipenemy()

def update(dt):

if mode == "ships":

if keyboard.A and personship.x > 20:

personship.x = personship.x - 5

elif keyboard.D and personship.x < 580:

personship.x = personship.x + 5

elif keyboard.W and personship.y >20:

personship.y = personship.y - 5

elif keyboard.S and personship.y <380:

personship.y = personship.y + 5

if keyboard.left and personship2.x > 20:

personship2.x = personship2.x - 5

elif keyboard.right and personship2.x < 580:

personship2.x = personship2.x + 5

elif keyboard.up and personship2.y >20:

personship2.y = personship2.y - 5

elif keyboard.down and personship2.y <380:

personship2.y = personship2.y + 5

for i in range(len(bullets)):

if bullets[i].x < 0:

bullets.pop(i)

break

else:

bullets[i].x = bullets[i].x + 10

enemy\_ship()

ships\_collisions()

bullets\_colissions()

if mode == "tic\_tac":

tic\_tac\_toe()

def new\_shipenemy():

x = random.randint(700, 800)

y = random.randint(0, 400)

enemy = Actor("ovnis1", (x, y))

enemy.speed = random.uniform(1, 3)

enemies.append(enemy)

def on\_key\_down(key):

global mode

if mode == "ships" and key == keys.space:

bullet = Actor("missiles")

bullet.pos = personship.pos

bullets.append(bullet)

if mode == "ships" and key == keys.enter:

bullet = Actor("missiles")

bullet.pos = personship2.pos

bullets.append(bullet)

def tic\_tac\_toe():

print("hola")