import pygame, simpleGE, random

**Overview:**

catch the food

Make the chef move

class food as simpleGE.Sprite

define init as self and scene

Super() init scene

Self sndCoin = simpleGE Sound as ("foodprep.mp3")

Self setImage as ("food.jpg")

Self setSize as (35, 35)

Self minSpeed = 3

Self maxSpeed = 8

Self reset()

Define reset gets(self):

move to the top of screen

self.y = 10

x is random 0 - screen width

self.x = random.randint gets (0, self.screenWidth)

dy is random minSpeed to maxSpeed

self.dy = random.randint gets(self.minSpeed, self.maxSpeed)

def checkBounds(self):

if self.bottom > self.screenHeight:

self.reset()

define process as(self):

if self collides With get(self.scene.chef):

Self sndCoin play()

Self reset()

class chef as (simpleGE.Sprite):

Define init gets (self, scene):

Super init gets (scene)

Self set Image as("Chef.png")

Self set Size as (50, 50)

Self position = (320, 400)

Self move Speed = 5

define process as(self):

if self isKeyPressed gets(pygame.K\_LEFT):

self.x = self move Speed

if self isKeyPressed as(pygame.K\_RIGHT):

self.x += self moveSpeed

class Game gets(simpleGE.Scene):

Define init gets(self):

Super init()

Self set Image as ("kitchen.jpeg")

Self Food = food(self)

Self food = []

Self chef = chef(self)

for i in range(3):

Self food append gets(food(self))

Self sprites = [self.chef,self.food]

def process(self):

for food in self foods:

if food collides With gets(self.chef):

Food reset()

Self snd Food play()

define main:

game = Game()

Start game()

if \_\_name\_\_ =="\_\_main\_\_":

main()