#pgzero

WIDTH = 300 # Window width

HEIGHT = 300 # Window height

TITLE = "Clicker" # Game window title

FPS = 30 # Frames per second

count = 0

def draw():

screen.fill((32, 191, 107))

screen.draw.text(count, center=(150, 150), color="white", fontsize = 96)

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

global count

if button == mouse.LEFT:

count = count + 1