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import pygame
import math
import random
from menu import *

class Game():
    def __init__(self):
        pygame.init()
        mixer.init()
        self.running, self.playing = True, False
        self.UP_KEY, self.DOWN_KEY, self.START_KEY, self.BACK_KEY,
self.ESCAPE_KEY = False, False, False, False, False
        self.DISPLAY_w, self.DISPLAY_h = 1280, 720
        self.display = pygame.Surface((self.DISPLAY_w, self.DISPLAY_h))
        self.window = pygame.display.set_mode((self.DISPLAY_w,
self.DISPLAY_h))
        self.font_name = '8-BIT WONDER.TTF'
        self.BLACK, self.WHITE = (0, 0, 0), (255, 255, 255)
        self.main_menu = MainMenu(self)
        self.options = OptionsMenu(self)
        self.credits = CreditsMenu(self)
        self.round1 = Round1Menu(self)
        self.curr_menu = self.main_menu

    def game_loop(self):
        while self.playing:
            self.check_events()
            if self.START_KEY:
                self.playing = False
            self.display.fill(self.BLACK)
            self.draw_text("Welcome to Mystery Digits ", 20,
self.DISPLAY_w / 2, self.DISPLAY_h / 4)
            self.draw_text("I have three trials where you will need to
guess my chosen number", 20, self.DISPLAY_w / 2, self.DISPLAY_h / 3.5)
            self.draw_text("Beat my trials and I will spare your life",
20, self.DISPLAY_w / 2, self.DISPLAY_h / 3)

            # Add a button for 'Begin Round 1?'
            self.draw_text("Press Enter to Begin Round One", 20,
self.DISPLAY_w / 2, self.DISPLAY_h / 2)

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        if self.START_KEY: #Check if START_KEY is pressed
            self.curr_menu = self.round1
            self.playing = False #Stop the game loop

        self.window.blit(self.display, (0, 0))
        pygame.display.update()
        self.reset_keys()

    def check_events(self):
        for event in pygame.event.get():
            if event.type == pygame.QUIT:
                self.running, self.playing = False, False
                self.curr_menu.run_display = False
            if event.type == pygame.KEYDOWN:
                if event.key == pygame.K_RETURN:
                    self.START_KEY = True
                if event.key == pygame.K_BACKSPACE:
                    self.BACK_KEY = True
                if event.key == pygame.K_DOWN:
                    self.DOWN_KEY = True
                if event.key == pygame.K_UP:
                    self.UP_KEY = True
                if event.key == pygame.K_ESCAPE:
                    self.ESCAPE_KEY = True

    def reset_keys(self):
        self.UP_KEY, self.DOWN_KEY, self.START_KEY, self.BACK_KEY,
self.ESCAPE_KEY = False, False, False, False, False

    def draw_text(self, text, size, x, y):
        font = pygame.font.Font(self.font_name, size)
        text_surface = font.render(text, True, self.WHITE)
        text_rect = text_surface.get_rect()
        text_rect.center = (x, y)
        self.display.blit(text_surface, text_rect)

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