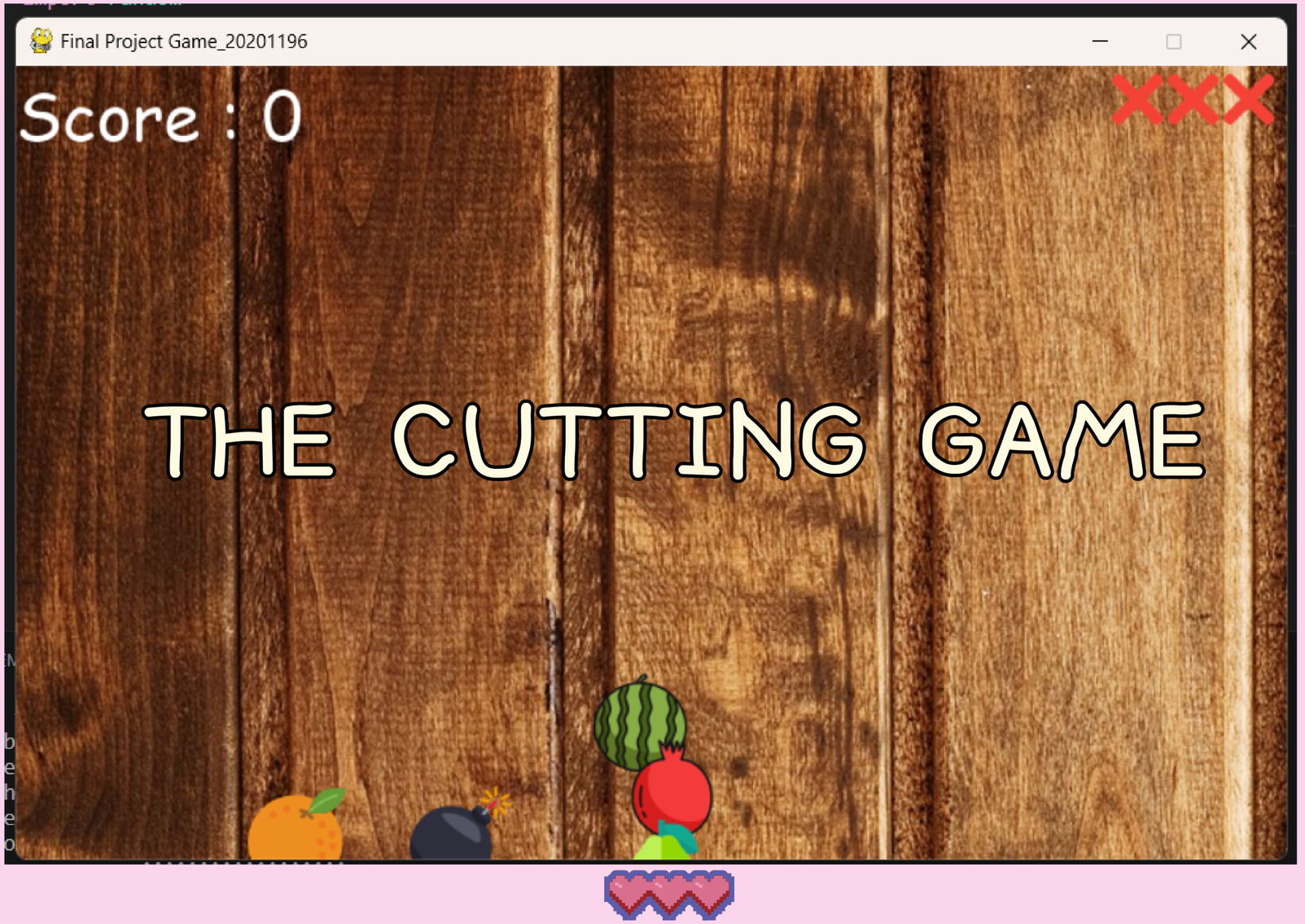
INTRODUCTION TO VISUAL MEDIA PROGRAM



20201196
PHAM PHUONG TRANG

```
import pygame, sys
import os
import random
```

Importing necessary libraries

```
player_lives = 3
score = 0
fruits = ['melon', 'orange', 'pomegranate', 'guava', 'trash']
```

Initializing variables for player

```
pygame.init()
pygame.display.set_caption('Final Project Game_20201196')
gameDisplay = pygame.display.set_mode((WIDTH, HEIGHT))
clock = pygame.time.Clock()
```

Initializing Pygame

```
WHITE = (255, 255, 255)
BLACK = (0, 0, 0)
RED = (255, 0, 0)
GREEN = (0, 255, 0)
BLUE = (0, 0, 255)
background = pygame.image.load('back.jpg')
lives_icon = pygame.image.load('images/white_lives.png')
```

Defining color constants and loading images

```
data = {}
for fruit in fruits:
    generate_random_fruits(fruit)
```

Creating a dictionary ‘data’ to store the properties of each fruit type

```
def hide_cross_lives(x, y):
    # ... (blits an image to hide crosses representing lives)
```

```
def draw_text(display, text, size, x, y):
    # ... (draws text on the game display)
```

```
def draw_lives(display, x, y, lives, image):
    # ... (draws player lives on the game display)
```

```
def show_gameover_screen():
    # ... (displays game over screen with score)
```

```
first_round = True
game_over = True
game_running = True
while game_running:
    # ... (handles game events, updates display, checks for collisions
```

The main game loop manages the game state, handles events, updates the display, and checks for collisions between the player's cursor and falling fruits.

```
pygame.quit()
```

Closes the Pygame window when the game loop exits