```
import pygame
import random

# Inicializar o Pygame
pygame.init()

# Configurações da tela
screen_width = 800
screen_height = 400
screen = pygame.display.set_mode((screen_width, screen_height))
pygame.display.set_caption("Jogo do Dino")

# Cores
white = (255, 255, 255)
black = (0, 0, 0)
green = (0, 255, 0)
red = (255, 0, 0)

# Tamanho desejado para os sprites
sprite_size = (75, 75)  # Ajuste conforme necessário

# Carregar e redimensionar a imagem de fundo
background_image = pygame.image.load("Background.jpg")
background_image = pygame.transform.scale(background_image, (screen_width,
screen_height))

# Carregar imagens dos sprites do dinossauro e redimensioná-las
dino_sprites = [
    pygame.transform.scale(pygame.image.load("Boneco1.png"), sprite_size),
    pygame.transform.scale(pygame.image.load("Boneco2.png"), sprite_size),
    pygame.transform.scale(pygame.image.load("Boneco3.png"), sprite_size)
]

# Configurações do Dino
dino_width = dino_sprites[0].get_width()
dino_height = dino_sprites[0].get_height()
dino_x = 50
dino_y = screen_height - dino_height - 10
dino_y_change = 0
jumping = False
jump_count = 10
sprite_index = 0
sprite_timer = 0
sprite_switch_speed = 3  # Aumente para alternar mais rapidamente

# Configurações do obstáculo
obstacle_width = 20
obstacle_height = 40
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obstacle_x = screen_width
obstacle_y = screen_height - obstacle_height - 10
obstacle_speed = 10

# Função para desenhar o Dino
def draw_dino(x, y, index):
    screen.blit(dino_sprites[index], (x, y))

# Função para desenhar o obstáculo
def draw_obstacle(x, y):
    pygame.draw.rect(screen, red, [x, y, obstacle_width, obstacle_height])

# Loop principal do jogo
clock = pygame.time.Clock()
running = True

while running:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False
        if event.type == pygame.KEYDOWN:
            if event.key == pygame.K_SPACE and not jumping:
                jumping = True

    # Movimento do Dino
    if jumping:
        if jump_count >= -10:
            neg = 1
            if jump_count <= 0:
                neg = -1
            dino_y -= (jump_count ** 2) * 0.5 * neg
            jump_count -= 1
        else:
            jumping = False
            jump_count = 10

    # Alternar entre os sprites do Dino
    sprite_timer += 1
    if sprite_timer > sprite_switch_speed:
        sprite_index = (sprite_index + 1) % len(dino_sprites)
        sprite_timer = 0

    # Movimento do obstáculo
    obstacle_x -= obstacle_speed
    if obstacle_x < -obstacle_width:
        obstacle_x = screen_width
        obstacle_y = screen_height - obstacle_height - 10
```

```
    # Checar colisões
    if (dino_x + dino_width > obstacle_x and dino_x < obstacle_x + obstacle_width) and
(dino_y + dino_height > obstacle_y):
        print("Game Over")
        running = False

    # Desenhar fundo
    screen.blit(background_image, (0, 0))

    # Desenhar tudo
    draw_dino(dino_x, dino_y, sprite_index)
    draw_obstacle(obstacle_x, obstacle_y)

    pygame.display.flip()

    clock.tick(30)

pygame.quit()
```