

```
1 import time
2 from turtle import Screen
3 from player import Player
4 from car_manager import CarManager
5 from scoreboard import Scoreboard
6
7 screen = Screen()
8 screen.setup(width=600, height=600)
9 screen.tracer(0)
10
11 player = Player()
12 car_manager = CarManager()
13 scoreboard = Scoreboard()
14
15 screen.listen()
16 screen.onkey(player.go_up, "Up")
17
18 game_is_on = True
19 while game_is_on:
20     time.sleep(0.1)
21     screen.update()
22
23     car_manager.create_car()
24     car_manager.move_cars()
25
26     #Detect collision with car
27     for car in car_manager.all_cars:
28         if car.distance(player) < 20:
29             game_is_on = False
30             scoreboard.game_over()
31
32     #Detect successful crossing
33     if player.is_at_finish_line():
34         player.go_to_start()
35         car_manager.level_up()
36         scoreboard.increase_level()
37
38
39 screen.exitonclick()
40
```