#!/usr/bin/python1

# Forest Bomber2

# Code Angel3

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import sys5

import os6

import pygame7

from pygame.locals import \*8

9

# Define the colours10

WHITE = (255, 255, 255)11

PURPLE = (96, 85, 154)12

LIGHT\_BLUE = (157, 220, 241)13

DARK\_BLUE = (63, 111, 182)14

GREEN = (57, 180, 22)15

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# Define constants17

SCREEN\_WIDTH = 64018

SCREEN\_HEIGHT = 48019

SCOREBOARD\_MARGIN = 420

LINE\_HEIGHT = 1821

BOX\_WIDTH = 30022

BOX\_HEIGHT = 15023

24

TOTAL\_LEVELS = 425

MAX\_TREES = 1226

TREE\_SPACING = 4027

FIRST\_TREE = 14028

GROUND\_HEIGHT = 829

TREE\_OFF\_GROUND = 430

31

PLANE\_START\_X = 032

PLANE\_START\_Y = 5433

34

# Setup35

os.environ['SDL\_VIDEO\_CENTERED'] = '1'36

pygame.mixer.pre\_init(44100, -16, 2, 512)37

pygame.mixer.init()38

pygame.init()39

game\_screen = pygame.display.set\_mode((SCREEN\_WIDTH, SCREEN\_HEIGHT))40

pygame.display.set\_caption('Forest Bomber')