import pygame

from sys import exit

from random import randint as ra

time=0

def scoreshow():

    global score

    global scorerect

    global time

    time = pygame.time.get\_ticks() - lscore

    score = text.render(str(int(time)),False,"Red")

    scorerect = score.get\_rect(center = (1400, 100))

    screen.blit(score,scorerect)

def enimov (enilist):

    if enilist:

        for enirct in enilist:

            enirct.x-=a

            if enirct.bottom==500:screen.blit(villian,enirct)

            else: screen.blit(herovillian,enirct)

        enilist=[eni for eni in enilist if enirct.x>-400]

        return enilist

    else:return[]

def hitbox(player\_rect,enilist):

    if enilist:

        for enirct in enilist:

            if player\_rect.colliderect(enirct):

                return False

    return True

pygame.init()               #starts the pygame

screen = pygame.display.set\_mode((1550,800))     #size of display screen

pygame.display.set\_caption('SUMMA game')        #name of game

clock = pygame.time.Clock()  #to run the game smooth

lscore= 0

a=9

sky=pygame.Surface((1550,500))

sky.fill('aquamarine')

clouds=pygame.transform.scale(pygame.image.load(r"C:\Users\91915\Desktop\SnakeBabu\learningpygame\_game\images\clouds.png").convert\_alpha(),(150,130))

clorct1=clouds.get\_rect(center=(200,200))

clorct2=clouds.get\_rect(center=(1000,200))

base = pygame.Surface((1550,300))

base.fill('olive')

basegrass = pygame.Surface((1550,50))

basegrass.fill('darkgreen')

text = pygame.font.Font(r"C:\Users\91915\Desktop\SnakeBabu\learningpygame\_game\text\BAD\_GRUNGE.ttf",70)

textdisp = text.render('MD',False,'Black')

textrect = textdisp.get\_rect(center=(775,75 ))

latscore=0

gamendtxt= text.render("GAME OVER",False,"White")

gamendrect= gamendtxt.get\_rect(center=(775,300))

startgametxt = text.render("Start Game",False,"White")

startgamerect = startgametxt.get\_rect(center=(775,400))

box=pygame.Rect(10,10,1530,770)

gravity=0

variable=False

jumpsound= pygame.mixer.Sound(r"C:\Users\91915\Desktop\SnakeBabu\learningpygame\_game\musics\jump.mp3")

BG=pygame.mixer.Sound(r"C:\Users\91915\Desktop\SnakeBabu\learningpygame\_game\musics\BG.mp3")

BG.set\_volume(0.5)

BG.play(loops=-1)

enitmr= pygame.USEREVENT + 1

pygame.time.set\_timer(enitmr,1600)

#enemies

villian =pygame.transform.scale(pygame.image.load(r"C:\Users\91915\Desktop\SnakeBabu\learningpygame\_game\images\snake.png").convert\_alpha(),(180,45))

herovillian = pygame.transform.scale(pygame.image.load(r"C:\Users\91915\Desktop\SnakeBabu\learningpygame\_game\images\herovillian.png").convert\_alpha(),(303,122))

#villian\_rect=villian.get\_rect(midbottom=(1650,500))

enilist=[]

player=pygame.transform.scale(pygame.image.load(r"C:\Users\91915\Desktop\SnakeBabu\learningpygame\_game\images\player.png").convert\_alpha(),(90,153))

player\_rect=player.get\_rect(midbottom=(150,555))

#all elements and everything is put inside the loop to run it continuously

while True:

    #to get all types of input

    for event in pygame.event.get():

        #to quit

        if event.type==pygame.QUIT:

            pygame.quit()

            #exits the while loop

            exit

        if event.type==pygame.MOUSEBUTTONDOWN:

            print("usin mouse")

        if event.type==pygame.KEYDOWN:

            if player\_rect.top<250: gravity=0

            elif event.key==pygame.K\_SPACE and variable:

                gravity=-25

                jumpsound.play()

        if startgamerect.collidepoint(pygame.mouse.get\_pos()):

            if event.type==pygame.MOUSEBUTTONDOWN:

                variable = True

                #villian\_rect.left = 1650

                lscore=pygame.time.get\_ticks()

        if event.type==enitmr and variable:

            if ra(0,5)==0:

                 enilist.append(herovillian.get\_rect(midbottom=(ra(1550,2000),350)))

            else:

                enilist.append(villian.get\_rect(midbottom=(ra(1550,1900),500)))

    if variable:

        screen.blit(sky,(0,0))

        screen.blit(base,(0,500))

        screen.blit(basegrass,(0,500))

        pygame.draw.rect(screen,'White',textrect,100,11)

        pygame.draw.rect(screen,'#ef5609',textrect,11,11)

        pygame.draw.line(screen,"White",(0,0),(1550,0),10)

        screen.blit(textdisp,textrect)

        screen.blit(clouds,clorct1)

        screen.blit(clouds,clorct2)

        #screen.blit(villian,villian\_rect)

        scoreshow()

        #if villian\_rect.right<=0:

        #    villian\_rect.left=1600

        #villian\_rect.x-=a

        enilist=enimov(enilist)

        gravity+=1

        player\_rect.y+=gravity

        if player\_rect.bottom>=565: player\_rect.bottom=555

        screen.blit(player,player\_rect)

        #if villian\_rect.colliderect(player\_rect):

            #latscore = pygame.time.get\_ticks() - lscore

            #string = "Score = " + str(latscore)

            #scoretxt = text.render(string,False, "White")

            #scoretxtrct = scoretxt.get\_rect(center=(775, 500))

            #a=8

            #variable=False

        if ((pygame.time.get\_ticks()/100)-lscore)%5==0 and (pygame.time.get\_ticks()-lscore)/5!=0: a+=2

        if (pygame.time.get\_ticks()/100)-lscore==0: a=9

        variable= hitbox(player\_rect,enilist)

        if variable==False:

            enilist.clear()

            a=9

    else:

        player\_rect.midbottom=(150,555)

        screen.fill("Black")

        pygame.draw.rect(screen,"Orange",box,5,4)

        screen.blit(startgametxt,startgamerect)

        pygame.draw.rect(screen,"Orange",startgamerect,3,13)

        if time==0:

            pass

        else:

            scorerect.center=(775,500)

            screen.blit(gamendtxt,gamendrect)

            screen.blit(score,scorerect)

            pygame.draw.rect(screen,"Orange",scorerect,2,5)

    #updates the display

    pygame.display.update()

    clock.tick(60)