



```
screen.blit(soccer_field, (0,0))
screen.blit(zeus, zeus_pos)
screen.blit(poseidon, poseidon_pos)
screen.blit(soccer_ball, ball_pos)
```

score1 == 10?

Yes

```
screen.blit(zeus_win, [87.5,75])
screen.blit(wins_logo, [50,150])
pygame.display.update()
zeus_line.play()
time.sleep(10)
sys.exit()
```

No

score2 == 10?

Yes

```
screen.blit(zeus_win, [87.5,56])
screen.blit(wins_logo, [50,150])
pygame.display.update()
zeus_line.play()
time.sleep(10)
sys.exit()
```

No

```
text = font.render(str(score1), True, WHITE)
screen.blit(text, [195, 8])
text = font.render(str(score2), True, WHITE)
screen.blit(text, [195, 571])
pygame.display.update()
clock.tick(FPS)
```

End

Well, not really  
because this is in a  
while loop, but you  
know what I mean.