



Assignment Cover Letter

(Individual Work)

Student Information:

1.	Surname Andi Yusuf	Given Names Muhammad	Student ID Number 2101718476
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Course Code	: COMP6502	Course Name	: Introduction to Programming
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Class	: L1AC	Name of Lecturer(s)	: 1. Bagus Kerthyayana 2. Tri Asih Budiono
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Major	: CS
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Title of Assignment (if any)	: Car Simulation
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Type of Assignment	: Final Project
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Submission Pattern

Due Date	: 8-11-2017	Submission Date	: 8-11-2017
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Signature of Student:

Muhammad Andi Yusuf

"Car Simulation"

Name = Muhammad Andi Yusuf

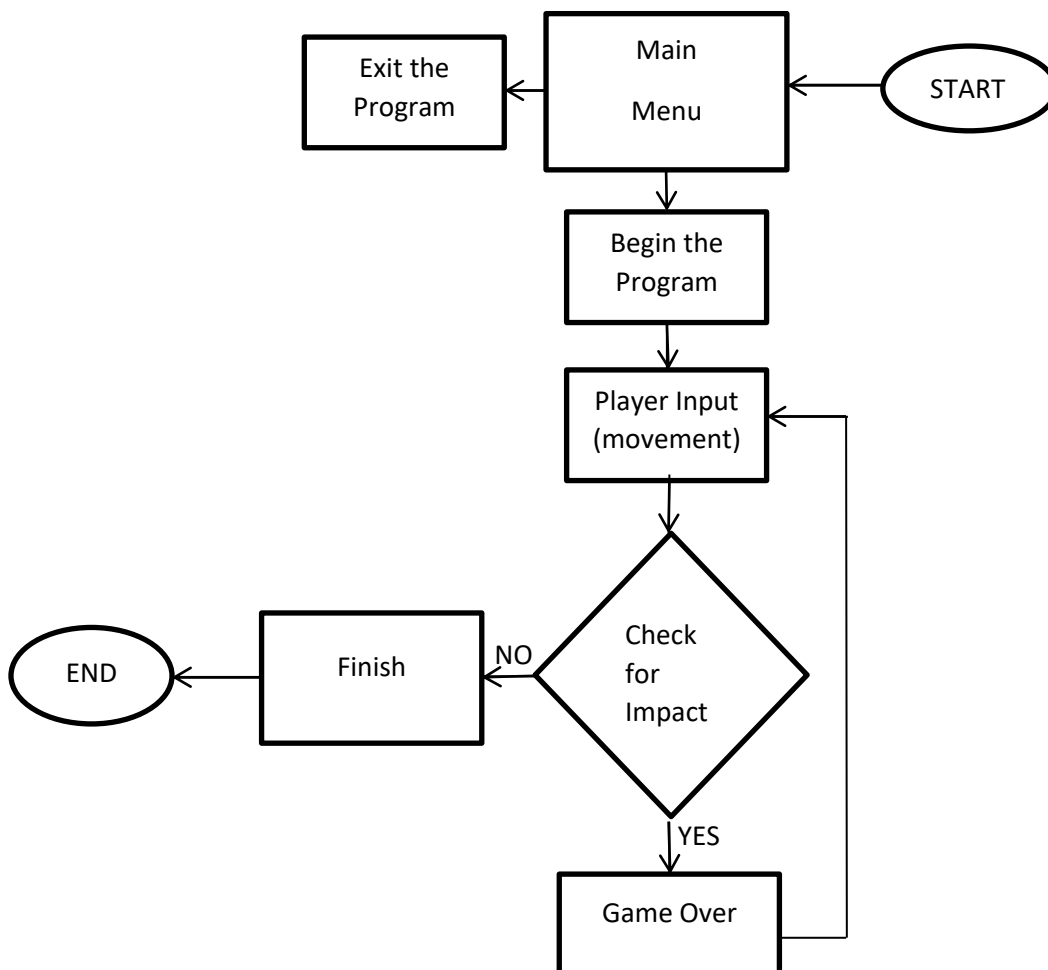
ID = 2101718476

I. Description

Function this Program :

This program acts to entertain people who play this game. However, this game includes a scary sound if the car hit the wall. On other word, this car simulation is almost the same as scary maze, but without ghost screen. This game is for the people whom enjoys playing scary games.

II. Flow Chart



III. Each Function

Class (Class.py):

Car1() and Car2():

- Car 1 and Car2 Class are the blue print of the car that player will play with during the game
- Def move function is the function that will move the care position so that the car looked like as if it is moving
- For $x -= 3$, $x += 3$, $y -= 3$, $y += 3$ about car move speed in the game and directions.
- The different between Car1 and Car2 is the stage. Its mean, Car1 for the stage one and Car2 for the stage 2.
-

```
6 class Car1(Sprite):
7     def __init__(self, image_file, x,y):
8         Sprite.__init__(self)
9         self.image = pygame.image.load("Car down.png")
10        self.rect = self.image.get_rect()
11        self.x = x
12        self.y = y
13        self.rect.left = x
14        self.rect.top = y
15    def move(self, direction):
16        if direction:
17            if direction == K_UP:
18                self.y -= 3
19                self.image = pygame.image.load('Car up.png')
20                self.rect.left = self.x
21                self.rect.top = self.y
22            elif direction == K_DOWN:
23                self.y += 3
24                self.image=pygame.image.load('Car down.png')
25                self.rect.left = self.x
26                self.rect.top = self.y
27            if direction == K_LEFT:
28                self.x -= 3
29                self.image=pygame.image.load('Car left.png')
30                self.rect.left = self.x
31                self.rect.top = self.y
32            elif direction == K_RIGHT:
33                self.x += 3
34                self.image=pygame.image.load('Car right.png')
35                self.rect.left = self.x
36                self.rect.top = self.y
```

Textrect ():

- Text class are the class that will be used as the blue print to create the object on the screen
- In `self.image = self.font.render(text, False, (R,G,B))` → R,G,B are the color's code for the text. R is red, G is green, B is Blue.
- `self.rect.x = xpos` and `self.rect.y = ypos` are the position text in the screen game.
- `self.font = pygame.font.SysFont(fontstyle,fontsize)` for fontstyle and fontsize. The example is `self.font = pygame.font.SysFont("Times New Roman", 20)`

```
70
71 class textrect(Sprite):
72     def __init__(self, fontstyle, text, fontsize, xpos, ypos, R, B, G):
73         Sprite.__init__(self)
74         self.font = pygame.font.SysFont(fontstyle,fontsize)
75         self.image = self.font.render(text, False, (R,G,B))
76         self.rect = self.image.get_rect()
77         self.rect.x = xpos
78         self.rect.y = ypos
```

StreetBlocks() and Finish():

- These class function its same, but for different usage
- StreetBlocks() function usage for block the wall, if the car crash the wall it will be game over and you will start in the beginning.
- Finish() function the usage of finish function is to move the game whenever the game is completed

```

80 class Streetblocks(Sprite):
81     def __init__(self, image, x, y):
82         Sprite.__init__(self)
83         self.image = pygame.image.load(image)
84         self.rect = self.image.get_rect()
85         self.x = x
86         self.y = y
87         self.rect.left = self.x
88         self.rect.top = self.y
89
90 class Finish(Sprite):
91     def __init__(self, image, x, y):
92         Sprite.__init__(self)
93         self.image = pygame.image.load(image)
94         self.rect = self.image.get_rect()
95         self.x = x
96         self.y = y
97         self.rect.left = self.x
98         self.rect.top = self.y
99

```

Streetblocks > __init__()

Screen(Screen.py)

Screen1() and Screen2() :

- The different between Screen1() and Screen2() are the street, position, and streetblocks.
- *fpsClock=pygame.time.Clock()* for the FPS work. If you put FPS = 60 the car will work smoothly and if you put FPS = 30 the car will not smoothly.
- Streetblock for blocked the wall in the street image. Every line wall, I used streetblock and set the position for parallel line with wall street.
- *screen=pygame.display.set_mode((450,450))* for game resolution.
- *seconds=(pygame.time.get_ticks() - start_tick)/1000* for timer in the game. I used “/1000” because the time limit use millisecond.
- *for event in pygame.event.get():* for condition in the game.

```

4 def screen1():
5     FPS=60
6     fpsClock=pygame.time.Clock()
7     screen=pygame.display.set_mode((450,450))
8     pygame.display.set_caption('Car Simulation')
9     background=pygame.image.load('street 3.png')
10    streetblock1 = Streetblocks("wall 1.png", 13,0)
11    streetblock2 = Streetblocks("wall 1.png", 13,80)
12    streetblock3 = Streetblocks("wall 1.png", 13,200)
13    streetblock4 = Streetblocks("wall 2.png", 13,422)
14    streetblock5 = Streetblocks("wall 2.png", 200,422)
15    streetblock6 = Streetblocks("wall 1.png", 420,0)
16    streetblock7 = Streetblocks("wall 1.png", 420,200)
17    streetblock8 = Streetblocks("wall 2.png", 98,0)
18    streetblock9 = Streetblocks("wall 1.png", 88,10)
19    streetblock10 = Streetblocks("wall 1.png", 88,97)
20    streetblock11 = Streetblocks("wall 1.png", 112,10)
21    streetblock12 = Streetblocks("wall 1.png", 112,97)
22    streetblock13 = Streetblocks("wall 1.png", 180,100)
23    streetblock14 = Streetblocks("wall 1.png", 180,160)
24    streetblock15 = Streetblocks("wall 1.png", 237, 95)
25    streetblock16 = Streetblocks("wall 1.png", 237, 180)
26    streetblock17 = Streetblocks("wall 1.png", 305, 30)
27    streetblock18 = Streetblocks("wall 1.png", 305, 96)
28    streetblock19 = Streetblocks("wall 1.png", 351, 10)
29    streetblock20 = Streetblocks("wall 1.png", 351, 96)
30    finish1 = Finish("wall 6.png",350,10)
31    quit1= Finish("wall 6.png",20,15)
32    sprite= Carl("car down.png",50,30)
33    direction=None
34    streetblocks = Group(streetblock1,streetblock2,streetblock3,

```

screen2() > while running > for event in py... > if eventtype ==...

```

143 pygame.display.update()
144 for event in pygame.event.get():
145     if event.type == QUIT:
146         pygame.quit()
147         sys.exit()
148     if event.type == KEYDOWN:
149         direction = event.key
150     if event.type == KEYUP:
151         if (event.key == direction):
152             direction = None
153 if (sprite.rect.colliderect(streetblock1) == False and sprite.rect.colliderect(streetblock2) == False and
154     sprite.rect.colliderect(streetblock3) == False and sprite.rect.colliderect(streetblock4) == False and
155     sprite.rect.colliderect(streetblock5) == False and sprite.rect.colliderect(streetblock6) == False and
156     sprite.rect.colliderect(streetblock7) == False and sprite.rect.colliderect(streetblock8) == False and
157     sprite.rect.colliderect(streetblock9) == False and sprite.rect.colliderect(streetblock10) == False and
158     sprite.rect.colliderect(streetblock11) == False and sprite.rect.colliderect(streetblock12) == False and
159     sprite.rect.colliderect(streetblock13) == False and sprite.rect.colliderect(streetblock14) == False and
160     sprite.rect.colliderect(streetblock15) == False and sprite.rect.colliderect(streetblock16) == False and
161     sprite.rect.colliderect(streetblock17) == False and sprite.rect.colliderect(streetblock18) == False and
162     sprite.rect.colliderect(streetblock19) == False and sprite.rect.colliderect(streetblock20) == False and
163     sprite.rect.colliderect(streetblock21) == False and sprite.rect.colliderect(streetblock22) == False and
164     sprite.rect.colliderect(streetblock23) == False and sprite.rect.colliderect(streetblock24) == False):
165     sprite.move(direction)
166 if sprite.rect.colliderect(finish1):
167     running = False
168     finish()
169 if sprite.rect.colliderect(back):
170     running = menu(screen1(), screen2())
171 if spritecollide(sprite, streetblocks, dokill=False):
172     end()
173 fpsClock.tick(FPS)
174
screen2() > while running > if (sprite.rect...

```

Main(Main.py):

end(), finish(), main():

- end() function is use to check streetblock. If the car collide with the wall, the game will be over and you need to restart the game again.

```

177 def end():
178     GO = textrect("Times New Roman", "GAME OVER", 20, 170, 200, 255, 255, 255) #Display Game over in the screen
179     RE = textrect("Times New Roman", "RESTART", 20, 180, 240, 255, 255, 255) #Display Restart in the screen
180     quit = textrect("Times New Roman", "Quit", 20, 200, 260, 255, 255, 255) #Display Quit in the screen
181     #music background when the car hit the wall
182     pygame.mixer.music.load("Death.wav")
183     pygame.mixer.music.play()
184     #Resolution
185     screen = pygame.display.set_mode((450, 450))
186     while True:
187         screen.fill((0, 0, 0))
188         everything = Group(GO, RE, quit)
189         everything.draw(screen)
190         if seconds >= 0:
191             font = pygame.font.SysFont("Times New Roman", 24)
192             timesurface = font.render("Timer:" + str(seconds), False, (255, 255, 255))
193             screen.blit(timesurface, (163, 160))
194         display.update()
195         e = event.wait()
196         if RE.rect.collidepoint(mouse.get_pos()):
197             RE = textrect("Times New Roman", "RESTART", 20, 180, 240, 255, 255, 255)
198             if e.type == MOUSEBUTTONDOWN:
199                 screen1()
200         else:
201             RE = textrect("Times New Roman", "RESTART", 20, 180, 240, 255, 255, 255)
202         if quit.rect.collidepoint(mouse.get_pos()):
203             quit = textrect("Times New Roman", "QUIT", 20, 200, 260, 255, 255, 255)
204             if e.type == MOUSEBUTTONDOWN:
205                 pygame.quit()
206                 break
207         else:
screen1()

```

- finish() function is use the end every stage. If the car collide the finish line, it will next another stage or the end of the game.

```

210 def finish():
211     CO = textrect("Times New Roman", "CONGRATULATION", 20, 140, 200, 255, 255, 255) #Display CONGRATULATION in the screen
212     RE = textrect("Times New Roman", "RESTART", 20, 180, 240, 255, 255, 255) #Display Restart in the screen
213     quit = textrect("Times New Roman", "Quit", 20, 200, 260, 255, 255, 255) #Display Quit in the screen
214     #music background when the car reach finish line
215     pygame.mixer.music.load("Ta Da.wav")
216     pygame.mixer.music.play()
217     #Resolution
218     screen = pygame.display.set_mode((450, 450))
219     while True:
220         screen.fill((0, 0, 0))
221         everything = Group(CO, RE, quit)
222         everything.draw(screen)
223         if seconds >= 0:
224             font = pygame.font.SysFont("Times New Roman", 24)
225             timesurface = font.render("Timer:" + str(seconds), False, (255, 255, 255))
226             screen.blit(timesurface, (163, 160))
227         display.update()
228         e = event.wait()
229         if RE.rect.collidepoint(mouse.get_pos()):
230             RE = textrect("Times New Roman", "RESTART", 20, 180, 240, 0, 0, 255)
231             if e.type == MOUSEBUTTONDOWN:
232                 screen1()
233         else:
234             RE = textrect("Times New Roman", "RESTART", 20, 180, 240, 255, 255, 255)
235         if quit.rect.collidepoint(mouse.get_pos()):
236             quit = textrect("Times New Roman", "QUIT", 20, 200, 260, 255, 0, 0)
237             if e.type == MOUSEBUTTONDOWN:
238                 pygame.quit()
239                 break
240         else:

```

- main() function is first screen before game start. If Play button is press, it will start the game and if Quit button is press, it will quit the game.

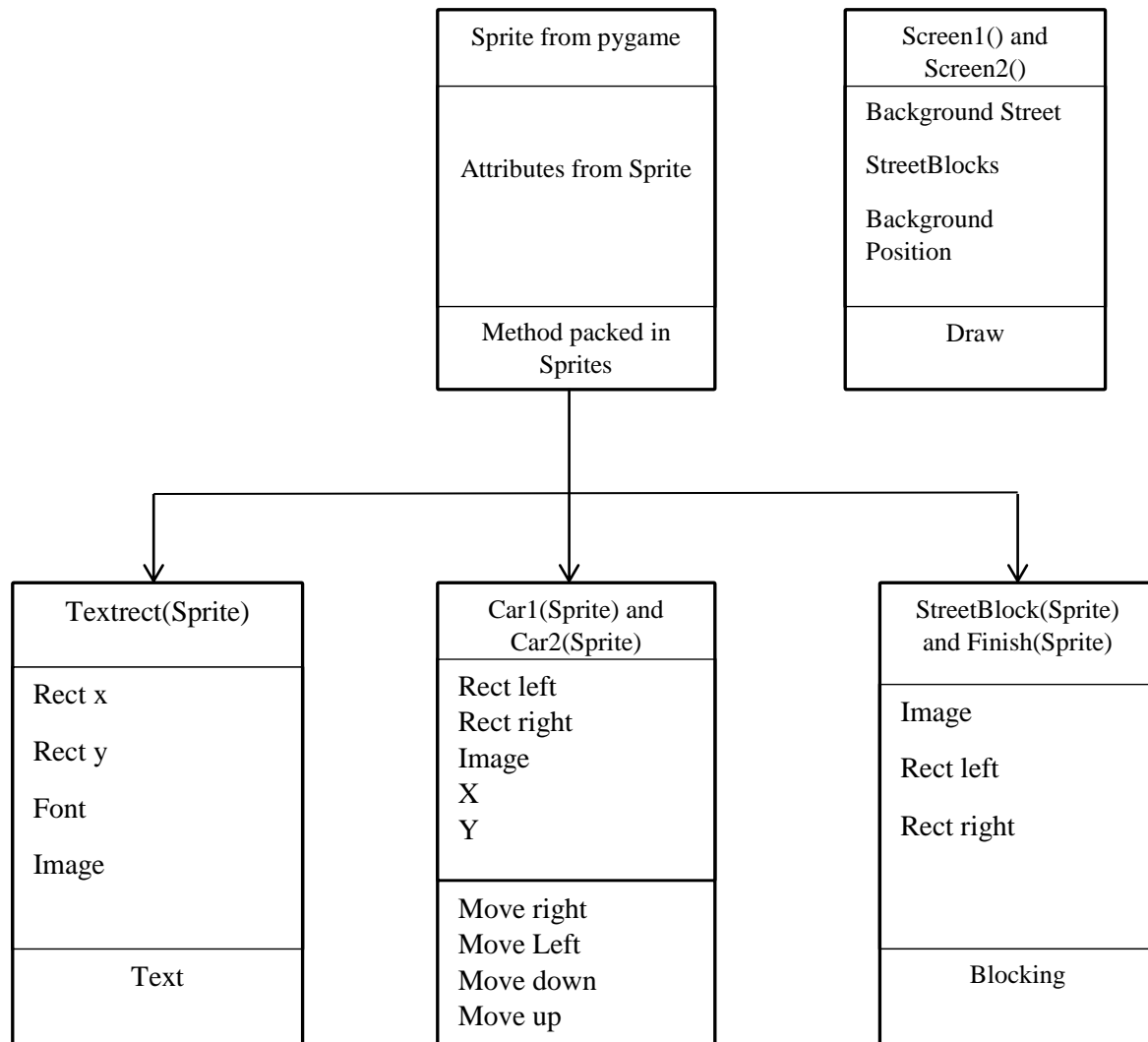
```

2
3 def menu():
4     pygame.init()
5     screen = pygame.display.set_mode((450, 450))
6     pygame.display.set_caption('Car Simulation')
7     title = pygame.image.load("Title.png")
8     screen.fill((0, 0, 0))
9     play = textrect("Times New Roman", "Play", 30, 200, 200, 255, 255, 255) #Display Play in the main menu screen
10    quit = textrect("Times New Roman", "Quit", 30, 200, 250, 255, 255, 255) #Display Quit in the main menu screen
11    while True:
12        screen.fill((0, 0, 0))
13        screen.blit(title, (155, 100)) #Insert the image and the location number
14        text = Group(play, quit)
15        text.draw(screen)
16        e = event.wait()
17        if play.rect.collidepoint(mouse.get_pos()):
18            play = textrect("Times New Roman", "Play", 30, 200, 200, 0, 0, 255)
19            if e.type == MOUSEBUTTONDOWN:
20                import Screen; Screen.screen1()
21                import Screen; Screen.screen2()
22                import Screen; Screen.finish()
23        else:
24            play = textrect("Times New Roman", "Play", 30, 200, 200, 255, 255, 255)
25
26        if quit.rect.collidepoint(mouse.get_pos()):
27            quit = textrect("Times New Roman", "Quit", 30, 200, 250, 255, 0, 0)
28            if e.type == MOUSEBUTTONDOWN:
29                pygame.quit()
30                break
31        else:
32            quit = textrect("Times New Roman", "Quit", 30, 200, 250, 255, 255, 255)

```

menu() > while True

IV. UML Diagram



V. Source Code

```
VI. import pygame, sys, time
    from pygame.locals import *
    from pygame.sprite import *
    from pygame import *
    pygame.init()
    class Car1(Sprite):
        def __init__(self, image_file, x,y):
            Sprite.__init__(self)
            self.image = pygame.image.load("Car down.png")
            self.rect = self.image.get_rect()
            self.x = x
            self.y = y
            self.rect.left = x
            self.rect.top = y
        def move(self, direction):
            if direction:
                if direction == K_UP:
                    self.y -= 3
                    self.image = pygame.image.load('Car up.png')
                    self.rect.left = self.x
                    self.rect.top = self.y
                elif direction == K_DOWN:
                    self.y += 3
                    self.image=pygame.image.load('Car down.png')
                    self.rect.left = self.x
                    self.rect.top = self.y
                if direction == K_LEFT:
                    self.x -= 3
                    self.image=pygame.image.load('Car left.png')
                    self.rect.left = self.x
                    self.rect.top = self.y
                elif direction == K_RIGHT:
                    self.x += 3
                    self.image=pygame.image.load('Car right.png')
                    self.rect.left = self.x
                    self.rect.top = self.y

    class Car2(Sprite):
        def __init__(self, image_file, x,y):
            Sprite.__init__(self)
            self.image = pygame.image.load("Car up.png")
            self.rect = self.image.get_rect()
            self.x = x
            self.y = y
            self.rect.left = x
            self.rect.top = y
        def move(self, direction):
            if direction:
                if direction == K_UP:
                    self.y -= 3
                    self.image = pygame.image.load('Car up.png')
                    self.rect.left = self.x
                    self.rect.top = self.y
                elif direction == K_DOWN:
                    self.y += 3
                    self.image=pygame.image.load('Car down.png')
                    self.rect.left = self.x
                    self.rect.top = self.y
                if direction == K_LEFT:
```



```

        self.x -= 3
        self.image=pygame.image.load('Car left.png')
        self.rect.left = self.x
        self.rect.top = self.y
    elif direction == K_RIGHT:
        self.x += 3
        self.image=pygame.image.load('Car right.png')
        self.rect.left = self.x
        self.rect.top = self.y

class textrect(Sprite):
    def __init__(self, fontstyle, text, fontsize, xpos, ypos, R, B, G):
        Sprite.__init__(self)
        self.font = pygame.font.SysFont(fontstyle,fontsize)
        self.image = self.font.render(text, False, (R,G,B))
        self.rect = self.image.get_rect()
        self.rect.x = xpos
        self.rect.y = ypos

class Streetblocks(Sprite):
    def __init__(self,image,x,y):
        Sprite.__init__(self)
        self.image = pygame.image.load(image)
        self.rect = self.image.get_rect()
        self.x = x
        self.y = y
        self.rect.left = self.x
        self.rect.top = self.y

class Finish(Sprite):
    def __init__(self,image,x,y):
        Sprite.__init__(self)
        self.image = pygame.image.load(image)
        self.rect = self.image.get_rect()
        self.x = x
        self.y = y
        self.rect.left = self.x
        self.rect.top = self.y

def screen1():
    FPS=60
    fpsClock=pygame.time.Clock()
    screen=pygame.display.set_mode((450,450))
    pygame.display.set_caption('Car Simulation')
    background=pygame.image.load('street 3.png')
    streetblock1 = Streetblocks("wall 1.png", 13,0)
    streetblock2 = Streetblocks("wall 1.png", 13,80)
    streetblock3 = Streetblocks("wall 1.png", 13,200)
    streetblock4 = Streetblocks("wall 2.png", 13,422)
    streetblock5 = Streetblocks("wall 2.png", 200,422)
    streetblock6 = Streetblocks("wall 1.png", 420,0)
    streetblock7 = Streetblocks("wall 1.png", 420,200)
    streetblock8 = Streetblocks("wall 2.png", 98,0)
    streetblock9 = Streetblocks("wall 1.png", 88,10)
    streetblock10 = Streetblocks("wall 1.png", 88,97)
    streetblock11 = Streetblocks("wall 1.png", 112,10)
    streetblock12 = Streetblocks("wall 1.png", 112,97)
    streetblock13 = Streetblocks("wall 1.png", 180,100)
    streetblock14 = Streetblocks("wall 1.png", 180,160)
    streetblock15 = Streetblocks("wall 1.png", 237, 95)
    streetblock16 = Streetblocks("wall 1.png", 237, 180)
    streetblock17 = Streetblocks("wall 1.png", 305, 30)
    streetblock18 = Streetblocks("wall 1.png", 305, 96)

```

```

streetblock19 = Streetblocks("wall 1.png", 351, 10)
streetblock20 = Streetblocks("wall 1.png", 351, 96)
finish1 = Finish("wall 6.png", 350, 10)
quit1 = Finish("wall 6.png", 20, 15)
sprite = Carl("car down.png", 50, 30)
direction = None
streetblocks = Group(streetblock1, streetblock2, streetblock3,
                     streetblock4, streetblock5, streetblock6,
                     streetblock7, streetblock8, streetblock9,
                     streetblock10, streetblock11, streetblock12,
                     streetblock13, streetblock14, streetblock15,
                     streetblock16, streetblock17, streetblock18,
                     streetblock19, streetblock20)

everything = Group(sprite)
global start_tick, seconds
start_tick = pygame.time.get_ticks()
running = True
while running:
    seconds = (pygame.time.get_ticks() - start_tick) / 1000
    streetblocks.draw(screen)
    screen.fill((0, 0, 0))
    screen.blit(background, (0, 0))
    if seconds >= 0:
        font = pygame.font.SysFont("Times New Roman", 24)
        timesurface = font.render("Timer:" + str(seconds), False, (0, 255, 0))
        screen.blit(timesurface, (170, 0))
    everything.draw(screen)
    pygame.display.update()

    for event in pygame.event.get():
        if event.type == QUIT:
            pygame.quit()
            sys.exit()
        if event.type == KEYDOWN:
            direction = event.key
        if event.type == KEYUP:
            if (event.key == direction):
                direction = None
        if (sprite.rect.colliderect(streetblock1) == False and
            sprite.rect.colliderect(streetblock2) == False
            and sprite.rect.colliderect(streetblock3) == False and
            sprite.rect.colliderect(streetblock4) == False
            and sprite.rect.colliderect(streetblock5) == False and
            sprite.rect.colliderect(streetblock6) == False
            and sprite.rect.colliderect(streetblock7) == False and
            sprite.rect.colliderect(streetblock8) == False
            and sprite.rect.colliderect(streetblock9) == False and
            sprite.rect.colliderect(streetblock10) == False
            and sprite.rect.colliderect(streetblock11) == False and
            sprite.rect.colliderect(streetblock12) == False
            and sprite.rect.colliderect(streetblock13) == False and
            sprite.rect.colliderect(streetblock14) == False
            and sprite.rect.colliderect(streetblock15) == False and
            sprite.rect.colliderect(streetblock16) == False
            and sprite.rect.colliderect(streetblock17) == False and
            sprite.rect.colliderect(streetblock18) == False
            and sprite.rect.colliderect(streetblock19) == False and
            sprite.rect.colliderect(streetblock20) == False):
                sprite.move(direction)
        if sprite.rect.colliderect(finish1):
            running = False
            screen2()
        if sprite.rect.colliderect(quit1):

```

```

        running = menu()
        if spritecollide(sprite,streetblocks,dokill=False):
            end()
        fpsClock.tick(FPS)

def screen2():
    FPS=60
    fpsClock=pygame.time.Clock()
    screen=pygame.display.set_mode((450,450))
    pygame.display.set_caption('Car Simulation')
    background=pygame.image.load('another street.png')
    streetblock1 = Streetblocks("wall 1.png", 0,28)
    streetblock2 = Streetblocks("wall 1.png", 0,200)
    streetblock3 = Streetblocks("wall 1.png", 420,180)
    streetblock4 = Streetblocks("wall 1.png", 420,20)
    streetblock5 = Streetblocks("wall 7.png", 85,357)
    streetblock6 = Streetblocks("wall 7.png", 165,357)
    streetblock7 = Streetblocks("wall 2.png", 15,435)
    streetblock8 = Streetblocks("wall 2.png", 90,435)
    streetblock9 = Streetblocks("wall 2.png", 252,182)
    streetblock10 = Streetblocks("wall 1.png", 252,113)
    streetblock11 = Streetblocks("wall 2.png", -75,239)
    streetblock12 = Streetblocks("wall 2.png", -75,215)
    streetblock13 = Streetblocks("wall 7.png", 70,130)
    streetblock14 = Streetblocks("wall 7.png", 150,130)
    streetblock15 = Streetblocks("wall 7.png", 150,120)
    streetblock16 = Streetblocks("wall 7.png", 70,120)
    streetblock17 = Streetblocks("wall 7.png", 85,330)
    streetblock18 = Streetblocks("wall 7.png", 165,330)
    streetblock19 = Streetblocks("wall 1.png", 350,275)
    streetblock20 = Streetblocks("wall 1.png", 325,275)
    streetblock21 = Streetblocks("wall 2.png", 0,25)
    streetblock22 = Streetblocks("wall 2.png", 80,25)
    streetblock23 = Streetblocks("wall 1.png", 350,-142)
    streetblock24 = Streetblocks("wall 1.png", 320,-142)
    finish1 = Finish("wall 6.png",360,6)
    back = Finish("wall 6.png",380,420)
    sprite= Car2("car up.png",390,380)
    direction=None
    streetblocks = Group(streetblock1,streetblock2,streetblock3,
        streetblock4,streetblock5,streetblock6,
        streetblock7,streetblock8,streetblock9,
        streetblock10,streetblock11,streetblock12,
        streetblock13,streetblock14,streetblock15,
        streetblock16,streetblock17,streetblock18,
        streetblock19,streetblock20,streetblock21,
        streetblock22,streetblock23,streetblock24)
    everything = Group(sprite)
    running = True
    global seconds
    while running:
        seconds=(pygame.time.get_ticks() - start_tick)/1000
        streetblocks.draw(screen)
        screen.fill((0,0,0))
        screen.blit(background,(0,0))
        if seconds >= 0:
            font = pygame.font.SysFont("Times New Roman", 24)
            timesurface=font.render("Timer:" +str(seconds), False, (0,255,0))
            screen.blit(timesurface,(170,0))
        everything.draw(screen)
        pygame.display.update()
        for event in pygame.event.get():
            if event.type == QUIT:

```

```

        pygame.quit()
        sys.exit()
    if event.type == KEYDOWN:
        direction = event.key
    if event.type == KEYUP:
        if (event.key == direction):
            direction = None
        if (sprite.rect.colliderect(streetblock1) == False and
            sprite.rect.colliderect(streetblock2) == False and
            sprite.rect.colliderect(streetblock3) == False and
            sprite.rect.colliderect(streetblock4) == False and
            sprite.rect.colliderect(streetblock5) == False and
            sprite.rect.colliderect(streetblock6) == False and
            sprite.rect.colliderect(streetblock7) == False and
            sprite.rect.colliderect(streetblock8) == False and
            sprite.rect.colliderect(streetblock9) == False and
            sprite.rect.colliderect(streetblock10) == False and
            sprite.rect.colliderect(streetblock11) == False and
            sprite.rect.colliderect(streetblock12) == False and
            sprite.rect.colliderect(streetblock13) == False and
            sprite.rect.colliderect(streetblock14) == False and
            sprite.rect.colliderect(streetblock15) == False and
            sprite.rect.colliderect(streetblock16) == False and
            sprite.rect.colliderect(streetblock17) == False and
            sprite.rect.colliderect(streetblock18) == False and
            sprite.rect.colliderect(streetblock19) == False and
            sprite.rect.colliderect(streetblock20) == False and
            sprite.rect.colliderect(streetblock21) == False and
            sprite.rect.colliderect(streetblock22) == False and
            sprite.rect.colliderect(streetblock23) == False and
            sprite.rect.colliderect(streetblock24) == False):
            sprite.move(direction)
        if sprite.rect.colliderect(finish1):
            running = False
            finish()
        if sprite.rect.colliderect(back):
            running = menu()
        if sprite.collide(sprite, streetblocks, dokill=False):
            end()
    fpsClock.tick(FPS)

def end():
    GO = textrect("Times New Roman", "GAME OVER", 20, 170, 200, 255, 255, 255)
    RE = textrect("Times New Roman", "RESTART", 20, 180, 240, 255, 255, 255)
    quit = textrect("Times New Roman", "Quit", 20, 200, 260, 255, 255, 255)
    pygame.mixer.music.load("Death.wav")
    pygame.mixer.music.play()
    screen = pygame.display.set_mode((450, 450))
    while True:
        screen.fill((0, 0, 0))
        everything = Group(GO, RE, quit)
        everything.draw(screen)
        if seconds >= 0:
            font = pygame.font.SysFont("Times New Roman", 24)
            timesurface = font.render("Timer: " + str(seconds),
False, (255, 255, 255))
            screen.blit(timesurface, (163, 160))
        display.update()
        e = event.wait()
        if RE.rect.collidepoint(mouse.get_pos()):
            RE = textrect("Times New Roman", "RESTART", 20, 180, 240, 0, 0,
255)
            if e.type == MOUSEBUTTONDOWN:

```

```

        screen1()
    else:
        RE = textrect("Times New Roman", "RESTART", 20, 180, 240, 255,
255,255)
        if quit.rect.collidepoint(mouse.get_pos()):
            quit = textrect("Times New Roman", "QUIT",20,200,260,255,0,0)
            if e.type == MOUSEBUTTONDOWN:
                pygame.quit()
                break
        else:
            quit = textrect("Times New Roman",
"QUIT",20,200,260,255,255,255)

def finish():
    CO = textrect("Times New Roman","CONGRATULATION",20,140,200,255,255,255)
    RE = textrect("Times New Roman","RESTART",20,180,240,255,255,255)
    quit = textrect("Times New Roman", "Quit", 20, 200, 260, 255, 255, 255)
    pygame.mixer.music.load("Ta Da.wav")
    pygame.mixer.music.play()
    screen = pygame.display.set_mode((450,450))
    while True:
        screen.fill((0,0,0))
        everything = Group(CO,RE,quit)
        everything.draw(screen)
        if seconds >= 0:
            font = pygame.font.SysFont("Times New Roman", 24)
            timesurface=font.render("Timer:" +str(seconds),
False, (255,255,255))
            screen.blit(timesurface,(163,160))
            display.update()
            e = event.wait()
            if RE.rect.collidepoint(mouse.get_pos()):
                RE = textrect("Times New Roman", "RESTART", 20, 180, 240, 0, 0,
255)

                if e.type == MOUSEBUTTONDOWN:
                    screen1()
            else:
                RE = textrect("Times New Roman", "RESTART", 20, 180, 240, 255,
255,255)
                if quit.rect.collidepoint(mouse.get_pos()):
                    quit = textrect("Times New Roman", "QUIT",20,200,260,255,0,0)
                    if e.type == MOUSEBUTTONDOWN:
                        pygame.quit()
                        break
                else:
                    quit = textrect("Times New Roman",
"QUIT",20,200,260,255,255,255)

def menu():
    pygame.init()
    screen=pygame.display.set_mode((450,450))
    pygame.display.set_caption('Car Simulation')
    title = pygame.image.load("Title.png")
    screen.fill((0, 0, 0))
    play = textrect("Times New Roman", "Play", 30, 200, 200, 255, 255, 255)
    quit = textrect("Times New Roman", "Quit", 30, 200, 250, 255, 255, 255)
    while True:
        screen.fill((0, 0, 0))
        screen.blit(title, (155,100))
        text = Group(play,quit)
        text.draw(screen)
        e = event.wait()
        if play.rect.collidepoint(mouse.get_pos()):

```

```

        play = textrect("Times New Roman", "Play", 30, 200, 200, 0, 0,
255)
        if e.type == MOUSEBUTTONDOWN:
            screen1()
            screen2()
            finish()
        else:
            play = textrect("Times New Roman", "Play", 30, 200, 200, 255,
255,255)

            if quit.rect.collidepoint(mouse.get_pos()):
                quit = textrect("Times New Roman", "Quit", 30, 200, 250, 255, 0, 0)
                if e.type == MOUSEBUTTONDOWN:
                    pygame.quit()
                    break
            else:
                quit = textrect("Times New Roman",
"Quit", 30, 200, 250, 255, 255, 255)

    pygame.display.update()
menu()

```