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1  """
2
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4  Created:    04/16/2021
5  Description: Red ball is moving through key inputs and when the red ball touches the coin
6
7  """
8
9
10 #Background
11 app.background=gradient('deepSkyBlue', 'skyBlue', start='top-left')
12 #theGround
13 Ground = Line(0, 388, 400, 388, fill='limeGreen', lineWidth=60)
14 #Coin
15 coin= Circle(200,308,10, fill='gold')
16 Label('C', 200, 308, fill='black', size= 15)
17 #Ball
18 ball= Circle(40, 358, 20, fill='firebrick')
19 #BallFace
20 Eye = Circle(48, 354, 6, fill='White', border='black', borderWidth=1)
21 Pupil = Circle(48, 354, 2, fill='black', border='black', borderWidth=1)
22 Eye2 = Circle(32,354, 6, fill='white', border='black', borderWidth=1)
23 Pupil2 = Circle(32,354, 2, fill='black', border='black', borderWidth=1)
24 #Clouds
25 Circle(68, 104, 30, fill='White')
26 Circle(96, 71, 30, fill='White')
27 Circle(119, 111, 30, fill='White')
28 Circle(145, 70, 30, fill='White')
29 Circle(166, 110, 30, fill='White')
30 Circle(266, 71, 30, fill='White')
31 Circle(305, 41, 30, fill='White')
32 Circle(351, 63, 30, fill='White')
33 Circle(309, 87, 30, fill='White')
34 #Label
35 s2 = Label('Click to begin', 200,200, visible=True)
36 coinlabel= Label('You Got It!', 200, 200, visible=False)
37 s = Label('Controls: Up, Right, and Left', 200,215, visible=False)
38 #Tree
39
40
41
42 def onMousePress(mouseX,mouseY):
43     s.visible=True
44     s2.visible=False
45
46 def onKeyPress(key):
47     if key == 'right':
48         s.visible=False
49         ball.centerX +=10
50         Eye.centerX +=10
51         Pupil.centerX +=10
52         Eye2.centerX +=10
53         Pupil2.centerX +=10
54     elif key=='left':
55         ball.centerX-=10
56         Eye.centerX-=10
57         Pupil.centerX -=10
58         Eye2.centerX-=10
59         Pupil2.centerX -=10
60     elif key=='up':
61         s.visible=False
62         ball.centerY-=50
63         Eye.centerY-=50
64         Pupil.centerY -=50
65         Eye2.centerY-=50
66         Pupil2.centerY -=50
67     else:
68         s.visible=True
69
70     if s2.visible==True:
71         coinlabel.visible=False
72     elif ball.hitsShape(coin)==True:
73         coinlabel.visible=True

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74         app.stop()
75
76
77
78 def onKeyRelease(key):
79     if key == 'right':
80         ball.centerX+=10
81         Eye.centerX+=10
82         Pupil.centerX +=10
83         Eye2.centerX+=10
84         Pupil2.centerX +=10
85     elif key=='left':
86         ball.centerX -=10
87         Eye.centerX -=10
88         Pupil.centerX -=10
89         Eye2.centerX -=10
90         Pupil2.centerX -=10
91     elif key=='up':
92         ball.centerY+=50
93         Eye.centerY+=50
94         Pupil.centerY +=50
95         Eye2.centerY+=50
96         Pupil2.centerY +=50
97     else:
98         s.visible=True
```