```
 1  app.background='fireBrick'
 2
 3  #arrow tracking down movements
 4  arrow = Line(200, -20, 200, 50, arrowStart=True)
 5
 6
 7  #windows on the buildings
 8  for x in range(10,100, 50):
 9      for y in range (40, 310, 50):
10          Rect(x,y, 10, 20, fill='yellow', opacity=80)
11
12  for x in range(330,400, 50):
13      for y in range (40, 310, 50):
14          Rect(x,y, 10, 20, fill='yellow', opacity=80)
15
16  #buildings
17  for i in range (-50, 10, 10):
18      building=Rect(i, 0, 100, 340, fill='black', opacity=20)
19      building.toBack()
20
21  for i in range (400, 300, -10):
22      building=Rect(i, 0, 100, 340, fill='black', opacity=20)
23      building.toBack()
24
25  #Person that goes through the city
26  player=Group()
27
28  player.add(Line(130, 265, 130, 315, fill='black'),
29          Circle(130, 265, 14),
30          Line(130, 315, 150,340),
31          Line(130, 315, 118, 340),
32          Line(130, 293, 160, 281),
33          Line(130, 296, 163 , 286))
34
35  #Instructions
36  Rect(0, 349, 400, 60, fill=gradient(rgb(47, 20, 20), 'black',  start='bottom'), opacity=85)
37  text = Label('Move mouse to control the Player', 200, 380, fill='white', size=14)
38
39  #The black streak that follows the person and percentage of distance completed towards the e
40  streak=Line(0, 344, 0, 344)
41  distance=Label(0, 200, 360, fill='white', size =16)
42
43  #The player and the streak is controlled by the movement of the mouse and the arrow follows
44  #The distance is displayed at the bottom and when it reaches 100 the app stops and the text
45  #The lineWidth of streak is controlled by randrange.
46  def onMouseMove(mouseX, mouseY):
47      player.centerX=mouseX
48      arrow.rotateAngle = angleTo(arrow.centerX, arrow.centerY, mouseX, mouseY)
49      streak.x2=mouseX+12
50      streak.lineWidth=randrange(5,11)
51      distance.value = mouseX // 3.98
52      if distance.value==100:
53          distance.value='Congrats! You have arrived at the destination.'
54          text.visible=False
55          app.stop()
```