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1  """
2
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5  Description: Stickman moves according to mouse movement. When the stickman reaches the de
6               "Congrats, you have reached the destination" message and audio is played.
7
8  """
9
10
11 #background
12 app.background='firebrick'
13 #imported image for background
14 app.url = 'https://st.depositphotos.com/1909225/2729/i/600/depositphotos_27292737-stock-phot
15 image= Image(app.url, 0,0, opacity=70)
16
17 #arrow tracking down movements
18 arrow = Line(200, -20, 200, 50, arrowStart=True, fill='yellow', opacity=80)
19
20
21
22 #buildings
23 for i in range (-50, 10, 10):
24     building=Rect(i, 0, 100, 340, fill='black', opacity=40)
25
26
27 for i in range (400, 300, -10):
28     building=Rect(i, 0, 100, 340, fill='black', opacity=40)
29
30 #windows on the buildings
31 for x in range(10,100, 50):
32     for y in range (40, 310, 50):
33         Rect(x,y, 10, 20, fill='yellow', opacity=80)
34
35 for x in range(330,400, 50):
36     for y in range (40, 310, 50):
37         Rect(x,y, 10, 20, fill='yellow', opacity=80)
38
39
40 #Person that goes through the city
41 player=Group()
42
43 player.add(Line(130, 265, 130, 315, fill='red'),
44             Circle(130, 265, 14, fill='black'),
45             Line(130, 315, 150,340, fill='blue'),
46             Line(130, 315, 118, 340,fill='blue'),
47             Line(130, 293, 160, 281, fill='red'),
48             Line(130, 296, 163 , 286, fill='red'))
49
50 #Instructions
51 Rect(0, 349, 400, 60, fill=gradient(rgb(47, 20, 20), 'black', start='bottom'), opacity=85)
52 text = Label('Move mouse to cross the road', 200, 380, fill='white', size=14)
53
54 #The black streak that follows the person and percentage of distance completed towards the e
55 streak=Line(0, 344, 0, 344)
56 distance=Label(0, 200, 360, fill='white', size =16)
57
58 #sound played when player reaches the destination
59 congratsSound= Sound('https://s3.amazonaws.com/cmu-cs-academy.lib.prod/sounds/tada.mp3')
60
61 #The player and the streak is controlled by the movement of the mouse and the arrow follows
62 #The lineWidth of streak is controlled by randrange.
63 def onMouseMove(mouseX, mouseY):
64     player.centerX=mouseX
65     arrow.rotateAngle = angleTo(arrow.centerX, arrow.centerY, mouseX, mouseY)
66     streak.x2=mouseX+12
67     streak.lineWidth=randrange(5,11)
68     distance.value = mouseX // 3.98
69
70     #The distance is displayed at the bottom and when it reaches 100 the text is changed and
71     if distance.value==100:
72         distance.value='Congrats! You have arrived at the destination.'
73         text.visible=False
```

```
74         congratsSound.play()  
75     else:  
76         text.visible=True
```