

Sandbox | CMU CS Academy

```
1  #background
2  Rect(0,0, 400, 400, fill='skyblue')
3  #ground
4  Line(0, 375, 400, 375, fill='limegreen', lineWidth=50)
5
6  #ball
7  ball = Group(
8      Circle(200,350,20, fill='firebrick'),
9      Circle(192, 345, 5, fill='white'),
10     Circle(208, 345, 5, fill='white'),
11     Circle(192, 345, 3, fill='black'),
12     Circle(208, 345, 3, fill='black'))
13
14 ball.visible=False
15 #clouds
16 clouds = Group(Circle(100, 66, 30, fill='white'),
17     Circle(123, 43, 30, fill='white'),
18     Circle(100, 46, 30, fill='white'),
19     Circle(73, 66, 30, fill='white'),
20     Circle(62, 43, 30, fill='white'),
21     Circle(139, 70, 30, fill='white'),
22     Circle(235, 47, 30, fill='white'),
23     Circle(261, 56, 30, fill='white'),
24     Circle(235, 80, 30, fill='white'),
25     Circle(284, 83, 30, fill='white'),
26     Circle(312, 44, 30, fill='white'),
27     Circle(324, 83, 30, fill='white'))
28
29 app.stepsPerSecond = 60
30
31 clouds.dx=3
32
33 # A text letting the user know how to start the game
34 text = Label('Click Anywhere to Start', 200, 200, visible=True)
35
36 def onMousePress(x, y):
37     text.visible=False
38     ball.visible=True
39
40 def onStep():
41     if text.visible==False:
42         clouds.centerX+=clouds.dx
43     if clouds.left>400:
44         clouds.right=0
```