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1  """
2
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4  Created:    02/24/2021
5  Description: Stickman crosses the street.
6
7  """
8  app.background='fireBrick'
9
10 #arrow tracking down movements
11 arrow = Line(200, -20, 200, 50, arrowStart=True)
12
13
14 #windows on the buildings
15 for x in range(10,100, 50):
16     for y in range (40, 310, 50):
17         Rect(x,y, 10, 20, fill='yellow', opacity=80)
18
19 for x in range(330,400, 50):
20     for y in range (40, 310, 50):
21         Rect(x,y, 10, 20, fill='yellow', opacity=80)
22
23 #buildings
24 for i in range (-50, 10, 10):
25     building=Rect(i, 0, 100, 340, fill='black', opacity=20)
26     building.toBack()
27
28 for i in range (400, 300, -10):
29     building=Rect(i, 0, 100, 340, fill='black', opacity=20)
30     building.toBack()
31
32 #Person that goes through the city
33 player=Group()
34
35 player.add(Line(130, 265, 130, 315, fill='black'),
36             Circle(130, 265, 14),
37             Line(130, 315, 150,340),
38             Line(130, 315, 118, 340),
39             Line(130, 293, 160, 281),
40             Line(130, 296, 163 , 286))
41
42 #Instructions
43 Rect(0, 349, 400, 60, fill=gradient(rgb(47, 20, 20), 'black', start='bottom'), opacity=85)
44 text = Label('Move mouse to control the Player', 200, 380, fill='white', size=14)
45
46 #The black streak that follows the person and percentage of distance completed towards the e
47 streak=Line(0, 344, 0, 344)
48 distance=Label(0, 200, 360, fill='white', size =16)
49
50 #The player and the streak is controlled by the movement of the mouse and the arrow follows
51 #The distance is displayed at the bottom and when it reaches 100 the app stops and the text
52 #The lineWidth of streak is controlled by randrange.
53 def onMouseMove(mouseX, mouseY):
54     player.centerX=mouseX
55     arrow.rotateAngle = angleTo(arrow.centerX, arrow.centerY, mouseX, mouseY)
56     streak.x2=mouseX+12
57     streak.lineWidth=randrange(5,11)
58     distance.value = mouseX // 3.98
59     if distance.value==100:
60         distance.value='Congrats! You have arrived at the destination.'
61         text.visible=False
62         app.stop()
```