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