#background and setup

import turtle

import time

s=turtle.Screen()

s.bgcolor("Black")

s.register\_shape("B.gif")

bg=turtle.Turtle(shape="B.gif")

g1=turtle.Turtle()

g1.ht()

g1.fillcolor("White")

g1.shapesize(1.5,1.5)

g1.pu()

g1.goto(-75,-175)

g1.st()

w=ww=0

k=-175

q=0

hv=True

def h1():

global hv

hv=False

def q1():

global k

if k==-175:

g1.sety(-175-60)

else:

g1.sety(-175)

k=g1.ycor()

def q2():

global k

if k==-175:

g1.sety(-175-60)

else:

g1.sety(-175)

k=g1.ycor()

def q3():

global hv

global k

global q

s.bgcolor("Black")

s.register\_shape("1.gif")

s.register\_shape("4.gif")

s5=turtle.Turtle(shape="4.gif")

s.register\_shape("2.gif")

s4=turtle.Turtle(shape="2.gif")

s.register\_shape("3.gif")

s3=turtle.Turtle(shape="3.gif")

s2=turtle.Turtle(shape="2.gif")

s1=turtle.Turtle(shape="1.gif")

s1.pu()

s2.pu()

s3.pu()

s4.pu()

s5.pu()

s1.sety(-74)

s2.sety(166)

s3.sety(406)

s4.sety(646)

s5.sety(886)

#hero

h=turtle.Turtle(shape="square")

h.ht()

h.shapesize(5,2)

h.fillcolor("Yellow")

h.pu()

h.goto(-250,-200)

h.st()

#gun

t=turtle.Turtle()

t.ht()

t.pu()

t.begin\_poly()

t.fd(130)

t.bk(30)

t.rt(120)

t.fd(20)

t.rt(60)

t.fd(80)

t.lt(60)

t.fd(40)

t.rt(60)

t.fd(20)

t.end\_poly()

p=t.get\_poly()

s.register\_shape("Gun",p)

m=turtle.Turtle(shape="Gun")

m.ht()

m.pu()

m.shapesize(0.5,0.5)

m.lt(90)

m.goto(-250,-200)

m.fillcolor("red")

m.st()

#second gun

t.clear()

t.goto(0,0)

t.begin\_poly()

t.backward(130)

t.fd(30)

t.lt(120)

t.backward(20)

t.lt(60)

t.backward(80)

t.rt(60)

t.backward(40)

t.lt(60)

t.backward(20)

t.end\_poly()

p3=t.get\_poly()

s.register\_shape("SecondGun",p3)

m1=turtle.Turtle(shape="SecondGun")

m1.ht()

m1.rt(90)

m1.pu()

m1.shapesize(0.5,0.5)

m1.goto(200,-200)

m1.fillcolor("Red")

t.clear()

#text turtles initialization

a=turtle.Turtle()

a.ht()

a2=turtle.Turtle()

a2.ht()

bh=turtle.Turtle(shape="circle")

bh.ht()

bh.pu()

bh.shapesize(1,10)

bh.goto(-250,0)

if g1.ycor()==-175:

#eyes

e1=turtle.Turtle(shape="circle")

e1.ht()

e2=turtle.Turtle(shape="circle")

e2.ht()

e1.shapesize(0.5,0.5)

e2.shapesize(0.5,0.5)

e1.pu()

e2.pu()

e2.goto(-257,-165)

e1.goto(-243,-165)

e1.st()

e2.st()

#hey here i am!

a1=turtle.Turtle()

a1.ht()

a1.pu()

a.pu()

a.goto(-255,-150+14.14)

a1.goto(-250,-150)

a1.pencolor("Black")

a1.pd()

a1.lt(45)

a1.fd(20)

a.pencolor("Black")

a.write("Hey! Here I am!",font=("Calibri",15))

#since when did i own a gun?

time.sleep(3)

e1.rt(45)

e2.rt(45)

e1.fd(5)

e2.fd(5)

e1.shapesize(0.75,0.75)

e2.shapesize(0.75,0.75)

time.sleep(3)

a.clear()

a.write("since when did i own a gun?",font=("Calibri",15))

e1.bk(5)

e2.bk(5)

e1.shapesize(0.5,0.5)

e2.shapesize(0.5,0.5)

#villian

v=turtle.Turtle(shape="square")

v.ht()

v.shapesize(5,2)

v.pu()

v.goto(170,-82)

v.fillcolor("Blue")

v.st()

#dialogues

a3=turtle.Turtle()

a3.ht()

a3.pencolor("Red")

a3.pu()

a3.goto(189,-30)

a3.pd()

a3.lt(135)

a3.fd(20)

a2.pu()

a2.goto(100,-15)

a2.pencolor("Red")

time.sleep(2)

a.clear()

e1.lt(90)

e2.lt(90)

e1.fd(5)

e2.fd(5)

a.clear()

time.sleep(3)

a.write("Hey There... Blind Man!",font=("Calibri",15))

time.sleep(3)

a2.write("You've got fancy eyes...",font=("Calibri",15))

time.sleep(3)

a.clear()

a.write("OHH! How could you see???",font=("Calibri",15))

time.sleep(3)

a2.clear()

a2.write("Doesn't matter...",font=("Calibri",15))

time.sleep(3)

a2.clear()

a.clear()

a2.write("What matters is... ",font=("Calibri",15))

time.sleep(3)

a2.clear()

a2.write("U DONT DESERVE THEM!",font=("Calibri",15))

time.sleep(3)

bh.st()

e1.sety(0)

e2.sety(0)

e1.ht()

e2.ht()

time.sleep(1)

bh.ht()

time.sleep(2)

a.write("AAAAAHHHHHHH! MY EYES",font=("Calibri",15))

time.sleep(3)

a2.clear()

time.sleep(0.5)

a.clear()

a.write("I will NOT spare you for this!",font=("Calibri",15))

time.sleep(3)

a2.write("Haha!! We'll see",font=("Calibri",15))

a.clear()

time.sleep(3)

a3.clear()

a2.clear()

time.sleep(3)

a.write("Help me kill him",font=("Calibri",15))

time.sleep(3)

a.clear()

a1.clear()

g1.ht()

elif g1.ycor()==-175-60:

#villian

v=turtle.Turtle(shape="square")

v.ht()

v.shapesize(5,2)

v.pu()

v.goto(175,-82)

v.fillcolor("Blue")

v.st()

v1=v.clone()

v1.ht()

v1.fillcolor("Cyan")

v1.goto(-200,-82)

#bullet

b=turtle.Turtle(shape="circle")

b.ht()

b.shapesize(0.5,0.5)

b.fillcolor("White")

b.pu()

b.goto(-250,-200)

b.speed(5)

bg.ht()

#game starts

while q<4:

v.st()

b.ht()

b.goto(-250,-200)

hv=True

m.seth(90)

m1.seth(-90)

#gun physics

while hv==True:

for i in range(90):

m.lt(1)

if hv==False:

k=m.heading()-90

break

if hv==True:

for j in range(90):

m.rt(1)

if hv==False:

k=m.heading()-90

break

b.st()

b.seth(k)

if b.heading()<10.3:

b.fd(300)

#gun physics closed

elif b.heading()>23:

b.fd(300)

b.fd(1200)

else:

b.fd(300)

v.ht()

b.fd(1200)

if b.heading()<10.3 or b.heading()>23:

if q==3:

a2.pencolor("White")

a2.write("TRYING TO KILL ME?",font=("Calibri",15))

time.sleep(3)

a2.clear()

a2.write("HOW DARE YOU!!",font=("Calibri",15))

bh.st()

m.sety(0)

m.ht()

h.sety(0)

h.ht()

break

if g1.ycor()==-175 and q==0:

time.sleep(1)

a.write("WOAH! Where did he go?",font=("Calibri",15))

time.sleep(3)

a.clear()

m.seth(0)

time.sleep(0.5)

m.ht()

h.fd(250)

for i in range(3):

h.sety(h.ycor()+40)

h.fd(50)

h.fd(50)

for i in range(10\*3):

h.sety(h.ycor()-4)

s1.sety(s1.ycor()-4)

s2.sety(s2.ycor()-4)

s3.sety(s3.ycor()-4)

s4.sety(s4.ycor()-4)

s5.sety(s5.ycor()-4)

if g1.ycor()==-175 and q==0:

a.write("What just happened?",font=("Calibri",15))

time.sleep(3)

a.clear()

v1.st()

m1.st()

time.sleep(0.5)

#gun physics

b.ht()

b.goto(200,-200)

hv=True

while hv==True:

for i in range(90):

m1.rt(1)

if hv==False:

k=m1.heading()-90

break

if hv==True:

for j in range(90):

m1.lt(1)

if hv==False:

k=m1.heading()-90

break

b.st()

b.seth(k)

b.fd(250)

if 180-b.heading()<12:

b.ht()

elif 180-b.heading()>24:

b.fd(1250)

else:

v1.ht()

b.fd(1250)

#gun physics closed

if 180-b.heading()<12 or 180-b.heading()>24:

los=turtle.Turtle()

los.ht()

los.pu()

los.goto(-200,-15)

los.write("TRYING TO KILL ME?",font=("Calibri",15))

time.sleep(3)

los.clear()

los.write("U DON'T DESERVE TO LIVE!!",font=("Calibri",15))

bh1=turtle.Turtle(shape="circle")

bh1.ht()

bh1.shapesize(1,10)

bh1.pu()

bh1.setx(200)

bh1.st()

m1.sety(0)

m1.ht()

h.sety(0)

h.ht()

break

m1.seth(0)

time.sleep(0.2)

m1.ht()

v1.ht()

h.bk(250)

for i in range(3):

h.sety(h.ycor()+40)

h.bk(50)

h.bk(50)

for i in range(10\*3):

h.sety(h.ycor()-4)

s1.sety(s1.ycor()-4)

s2.sety(s2.ycor()-4)

s3.sety(s3.ycor()-4)

s4.sety(s4.ycor()-4)

s5.sety(s5.ycor()-4)

if i<3:

v.st()

m.st()

q+=1

s1.ht()

s2.ht()

s3.ht()

s4.ht()

s5.ht()

if q==4 and g1.ycor()==-175:

v.st()

win=turtle.Turtle()

win.ht()

win.pu()

win.pencolor("White")

win.goto(-100,-30)

win.write("All right! All right! You Win!",font=("Calibri",15))

time.sleep(3)

win.clear()

win.write("You can have your eyes back",font=("Calibri",15))

time.sleep(3)

e2.goto(-257,-165)

e1.goto(-243,-165)

e1.st()

e2.st()

time.sleep(3)

win.clear()

a.pencolor("White")

e1.fd(5)

e2.fd(5)

a.write("But why did you do this to me?",font=("Calibri",15))

time.sleep(3)

a.clear()

win.write("I am a magician with no eyes",font=("Calibri",15))

time.sleep(3)

win.clear()

win.write("I was jealous of your beautiful eyes...",font=("Calibri",15))

time.sleep(3)

win.clear()

win.write("So I wanted it to be mine",font=("Calibri",15))

time.sleep(3)

win.clear()

win.write("I am sorry for what I did...",font=("Calibri",15))

time.sleep(3)

win.clear()

win.write("I don't deserve to live...",font=("Calibri",15))

time.sleep(3)

win.clear()

bh.st()

bh.setx(170)

bh.fillcolor("White")

v.sety(0)

v.ht()

time.sleep(1)

bh.ht()

time.sleep(5)

s.register\_shape("C.gif")

cre=turtle.Turtle("C.gif")

if q!=4:

time.sleep(5)

s.register\_shape("L.gif")

cre=turtle.Turtle("L.gif")

s.onkey(q1,"Up")

s.onkey(q2,"Down")

s.onkey(q3,"Return")

s.onkey(h1,"space")

s.listen()