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import pygame
import random
pygame.init()

screen=pygame.display.set_mode((288, 512))
pygame.display.set_caption("Flappy Birds")

background=pygame.image.load('imgs/background.png')
base=pygame.image.load('imgs/base.png')

#Bird
x=100
y=300
jump=0
speed=0.5
birdimg=pygame.image.load('imgs/bird.png')
def draw_bird(x, y):
    screen.blit(birdimg, (x, y))

#Pipes
pipeupimg=pygame.image.load('imgs/pipe-up.png')
pipedownimg=pygame.image.load('imgs/pipe-down.png')
pipe1=[300, -170]
pipe2=[550, -100]

Pipes=[]
Pipes.append(pipe1)
Pipes.append(pipe2)

def draw_pipe(PIPE):
    screen.blit(pipeupimg, (PIPE[0], PIPE[1]))
    screen.blit(pipedownimg, (PIPE[0], PIPE[1]+420))

#Score
score=0
font=pygame.font.Font('fonts/SF-Pro-Text-Regular.otf', 32)
sCoord=(10, 10)
def print_score(scr):
    screen.blit(font.render("Score: "+str(scr), True, (255, 255, 255)), sCoord)

#Sounds
dieSound=pygame.mixer.Sound('sounds/die.wav')
hitSound=pygame.mixer.Sound('sounds/hit.wav')
swooshSound=pygame.mixer.Sound('sounds/swoosh.wav')
pointSound=pygame.mixer.Sound('sounds/point.wav')
wingSound=pygame.mixer.Sound('sounds/wing.wav')

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#Main Game Loop
running=True
while running:
    #screen.fill((120, 120, 255))
    screen.blit(background, (0, 0))
    for event in pygame.event.get():
        if event.type==pygame.QUIT:
            running=False

        if event.type==pygame.KEYDOWN:
            if event.key==pygame.K_SPACE:
                wingSound.play()
                jump=1
        if event.type==pygame.KEYUP:
            if event.key==pygame.K_SPACE:
                jump=0

    #Bird movement
    draw_bird(x, y)
    if jump==1:
        y-= 1.5
    else:
        y+=speed

    #Pipe Movement
    for i in Pipes:
        draw_pipe(i)
        i[0]-=0.5
        if i[0]<=0:
            i[0]=500
            i[1]=random.randint(-250, -100)

    #Game Over
    for i in Pipes:
        if i[0]==100:
            if y<=i[1]+320 or y>=i[1]+420:
                hitSound.play()
                dieSound.play()
                print("Game Over!!")
                running=False
            else:
                pointSound.play()
                score+=1
                print(score)

    print_score(score)

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screen.blit(base, (0, 410))  
pygame.display.update()
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