

```
import pygame
import random

pygame.init()

sw = 640
sh = 480
half_sh = sh // 2
screen = pygame.display.set_mode((sw, sh))

icon = pygame.image.load('imgs/truck.png')
pygame.display.set_icon(icon)

pygame.display.set_caption("Truck V/S Car")
text_font_20 = pygame.font.Font("fonts/SF-Pro-Text-Regular.otf", 20)
text_font_23 = pygame.font.Font("fonts/SF-Pro-Text-Regular.otf", 23)
text_font_30 = pygame.font.Font("fonts/SF-Pro-Text-Regular.otf", 30)
text_font_40 = pygame.font.Font("fonts/SF-Pro-Text-Regular.otf", 40)
heading_font_20 = pygame.font.Font("fonts/SF-Pro-Text-Bold.otf", 20)
heading_font_25 = pygame.font.Font("fonts/SF-Pro-Text-Bold.otf", 25)
heading_font_30 = pygame.font.Font("fonts/SF-Pro-Text-Bold.otf", 30)
heading_font_40 = pygame.font.Font("fonts/SF-Pro-Text-Bold.otf", 40)
heading_font_60 = pygame.font.Font("fonts/SF-Pro-Text-Bold.otf", 60)

morning_bg = pygame.image.load('imgs/morning.png')
afternoon_bg = pygame.image.load('imgs/afternoon.png')
evening_bg = pygame.image.load('imgs/evening.png')
night_bg = pygame.image.load('imgs/night.png')
trees = pygame.image.load('imgs/trees.png')
menu_bg = pygame.image.load('imgs/menu-background.jpg')
delay_bg = pygame.image.load('imgs/delay-background.png')
light_road = pygame.image.load('imgs/light_road.png')
dark_road = pygame.image.load('imgs/dark_road.png')
car = pygame.image.load('imgs/car.png')
truck = pygame.image.load('imgs/truck.png')
rock = pygame.image.load('imgs/rock.png')
health = pygame.image.load('imgs/health.png')

health_sound = pygame.mixer.Sound('sounds/health.wav')
rock_sound = pygame.mixer.Sound('sounds/rock.wav')
car_start_sound = pygame.mixer.Sound('sounds/car-start.mp3')
car_moving_sound = pygame.mixer.Sound('sounds/car-moving.mp3')
background_music = pygame.mixer.Sound('sounds/background.mp3')

level = 1
stone_level = 1000
```

```

def start_game(OS):
    texture_position = 0
    ddz = 0.001
    dz = 0
    z = 0

    road_pos = 0
    road_acceleration = 80
    texture_position_acceleration = 6
    texture_position_threshold = 300
    half_texture_position_threshold = texture_position_threshold // 2

    car_x = 260
    car_y = 360
    stone_x = random.randint(250, 350)
    stone_y = 240
    health_x = random.randint(250, 350)
    health_y = 240

    state = 0

    # Score
    score = 0
    stone_level = OS

    def score_print(scr):
        screen.blit(heading_font_30.render("Score: ", True, (255, 255, 255)), (10, 10))
        screen.blit(text_font_30.render(str(scr), True, (255, 255, 255)), (115, 10))

    def isCollided(Cx, Cy, Sx, Sy):
        if Cx + 20 < Sx + 15 < Cx + 110 and Cy + 20 < Sy + 11 < Cy + 110:
            return True
        return False

    def draw_lives(l):
        pygame.draw.rect(screen, (200, 0, 0), (600 - 30 * 4, 10, 30 * 5, 15))
        lives = 1
        for i in range(l):
            pygame.draw.rect(screen, (0, 200, 0), (600 - 30 * i, 10, 30, 15))

    life = 5
    game = 1
    start_time = pygame.time.get_ticks()
    life_time = pygame.time.get_ticks()
    health_piece = 0

```

```

while True:

    daytime = morning_bg

    if score >= 5:
        daytime = afternoon_bg

    if score >= 10:
        daytime = evening_bg

    if score >= 15:
        daytime = night_bg

    pygame.time.Clock().tick(30)
    screen.blit(daytime, (0, 0))
    screen.blit(trees, (0, 60))
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            pygame.quit()

    keys = pygame.key.get_pressed()
    if keys[pygame.K_RIGHT]:
        car_x += 5
        if car_x >= 450:
            car_x -= 5

    if keys[pygame.K_LEFT]:
        car_x -= 5
        if car_x <= 50:
            car_x += 5

    if life > 0:
        road_pos += road_acceleration
        if road_pos >= texture_position_threshold:
            road_pos = 0

    texture_position = road_pos
    dz = 0
    z = 0

    for i in range(half_sh - 1, -1, -1):
        if texture_position < half_texture_position_threshold:
            screen.blit(light_road, (0, i + half_sh), (0, i, sw, 1))
        else:
            screen.blit(dark_road, (0, i + half_sh), (0, i, sw, 1))

```

```

dz += ddz
z += dz

texture_position += texture_position_acceleration + z
if texture_position > texture_position_threshold:
    texture_position = 0

# Stone
game_time = pygame.time.get_ticks()
if game_time - start_time > stone_level and state == 0:
    state = 1
    stone_x = random.randint(250, 350)
    stone_y = 240
    chng = 0

if state == 1 and life > 0 and game == 1:
    stone_y += 5
    if stone_x < 270:
        chng = -4
    elif stone_x > 330:
        chng = 4
    stone_x += chng
    screen.blit(rock, (stone_x, stone_y))

    collided = isCollided(car_x, car_y, stone_x, stone_y)
    if state == 1 and collided:
        rock_sound.play()
        state = 0
        life -= 1
        start_time = pygame.time.get_ticks()
    if stone_y > 480:
        score += 1
        print(score, "(+1)")
        state = 0
        start_time = pygame.time.get_ticks()

# Health
game_life_time = pygame.time.get_ticks()
if game_life_time - life_time > 10000 or health_piece == 1:
    health_piece = 1
    game = 0
    health_y += 5
    if health_x < 270:
        chng = -4
    elif health_x > 330:
        chng = 4
    health_x += chng

```

```

screen.blit(health, (health_x, health_y))

collided_health = isCollided(car_x, car_y, health_x, health_y)
if collided_health:
    score += 2
    print(score, "(+2)")
    health_sound.play()
    health_piece = 0
    game = 1
    life += 1
    if life > 5:
        life = 5
    health_x = random.randint(250, 350)
    health_y = 240
    start_time = pygame.time.get_ticks()

if health_y > 480:
    score += 1
    game = 1
    health_y = 240
    health_x = random.randint(250, 350)
    health_piece = 0

life_time = pygame.time.get_ticks()

if life == 0:
    pygame.quit()
    print("Good night!")
    print("Final score:", score)
screen.blit(car, (car_x, car_y))
screen.blit(truck, (270, 210))

score_print(score)
draw_lives(life)
pygame.display.update()

```

```

def Display_Page():
    global level, stone_level
    MainRun = True
    while MainRun:
        screen.blit(menu_bg, (0, 0))
        Game_msg = heading_font_60.render("TRUCK V/S CAR", True, (255, 255, 0))
        screen.blit(Game_msg, (78, 30))

        level1 = heading_font_30.render("Easy", True, (0, 255, 0))
        screen.blit(level1, (130, 350))

```

```

level2 = heading_font_30.render("Medium", True, (242, 255, 0))
screen.blit(level2, (265, 350))

level3 = heading_font_30.render("Hard", True, (255, 0, 0))
screen.blit(level3, (444, 350))

Display_msg = text_font_30.render("PRESS SPACE TO START →", True, (255, 255, 200))
screen.blit(Display_msg, (130, 400))

if level == 1:
    pygame.draw.rect(screen, (117, 202, 255), pygame.Rect(125, 350, 83, 40), 3)
if level == 2:
    pygame.draw.rect(screen, (117, 202, 255), pygame.Rect(260, 350, 131, 40), 3)
if level == 3:
    pygame.draw.rect(screen, (117, 202, 255), pygame.Rect(439, 350, 85, 40), 3)

for event in pygame.event.get():
    if event.type == pygame.QUIT:
        MainRun = False

    if event.type == pygame.KEYDOWN:
        if event.key == pygame.K_1:
            level = 1
            stone_level = 1000

        if event.key == pygame.K_2:
            level = 2
            stone_level = 750

        if event.key == pygame.K_3:
            level = 3
            stone_level = 500

        if event.key == pygame.K_SPACE:
            MainRun = False
            car_start_sound.play()
            car_moving_sound.play(-1)
            pygame.time.delay(2000)
            print("Good morning!")
            start_game(stone_level)

pygame.display.update()

background_music.play()

```

```
Display_Page()  
pygame.display.update()
```