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import pygame, random

pygame.init()

clock = pygame.time.Clock()

sw = 800
sh = 600
screen = pygame.display.set_mode((sw, sh))
pygame.display.set_caption("Hui-Hui")
font_32_bold = pygame.font.Font('fonts/SF-Pro-Text-Bold.otf', 32)
font_64_bold = pygame.font.Font('fonts/SF-Pro-Text-Bold.otf', 64)
font_32 = pygame.font.Font('fonts/SF-Pro-Text-Regular.otf', 32)
font_64 = pygame.font.Font('fonts/SF-Pro-Text-Regular.otf', 64)

score = 0

# TIME OUT
def time_out_mode(st):
    start_time = st

    font = pygame.font.Font('fonts/SF-Pro-Text-Regular.otf', 32)
    xy = [100, 100]
    sCoord = (10, 10)

    def score_print(scr):
        screen.blit(font.render("Score: " + str(scr), True, (255, 255, 255)), sCoord)

    def generate_box(x, y):
        return (pygame.Rect(x, y, 100, 100))

    def isClicked(xy, mx, my):
        global score
        if xy[0] < mx < xy[0] + 100 and xy[1] < my < xy[1] + 100:
            score += 1
            return True
        return False

    clicked = False
    start = pygame.time.get_ticks()
    TimeOutRun = True
    while TimeOutRun:
        screen.fill((0, 0, 0))
        for event in pygame.event.get():
            if event.type == pygame.QUIT:
                TimeOutRun = False
            if event.type == pygame.MOUSEBUTTONDOWN:

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        if event.button == 1:
            clicked = True
    if event.type == pygame.MOUSEBUTTONUP:
        if event.button == 1:
            clicked = False

    box = generate_box(xy[0], xy[1])
    pygame.draw.rect(screen, (0, 255, 0), box)

    mx, my = pygame.mouse.get_pos()
    current_time = pygame.time.get_ticks()
    if (current_time - start > 1000):
        start = pygame.time.get_ticks()
        xy = [random.randint(0, 700), random.randint(0, 500)]

    if clicked:
        if (current_time - start < 1000) and isClicked(xy, mx, my):
            pygame.draw.rect(screen, (0, 255, 0), box)
            start = pygame.time.get_ticks()
            xy = [random.randint(0, 700), random.randint(0, 500)]

    game_time = pygame.time.get_ticks()

    if game_time - start_time >= 10000:
        screen.fill((255, 0, 0))
        msg = pygame.font.Font('fonts/SF-Pro-Text-Bold.otf', 64)
        mCoord = (180, 200)
        screen.blit(msg.render("GAME OVER!!!", True, (255, 255, 255)), mCoord)

        fsc = pygame.font.Font('fonts/SF-Pro-Text-Bold.otf', 32)
        fsCoord = (280, 300)
        screen.blit(fsc.render("FINAL SCORE: " + str(score), True, (255, 255, 255)), fsCoord)

        # pygame.display.update()

    score_print(score)
    clock.tick(60)
    pygame.display.update()

# ARCADE MODE
def arcade_mode():
    life = 10
    clicked = False
    font = pygame.font.Font('fonts/SF-Pro-Text-Regular.otf', 32)
    xy = [100, 100]

    sCoord = (10, 10)

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def score_print(scr):
    screen.blit(font.render("Score: " + str(scr), True, (255, 255, 255)), sCoord)

def generate_box(x, y):
    return (pygame.Rect(x, y, 100, 100))

def isClicked(xy, mx, my):
    global score
    if xy[0] < mx < xy[0] + 100 and xy[1] < my < xy[1] + 100:
        score += 1
        return True
    return False

def draw_lives(lives):
    for i in range(lives):
        pygame.draw.circle(screen, (255, 0, 0), (760 - 30 * i, 20), 15)

start = pygame.time.get_ticks()
ArcadeRun = True
while ArcadeRun:
    screen.fill((0, 0, 0))
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            ArcadeRun = False
        if event.type == pygame.MOUSEBUTTONDOWN:
            if event.button == 1:
                clicked = True
        if event.type == pygame.MOUSEBUTTONUP:
            if event.button == 1:
                clicked = False

    box = generate_box(xy[0], xy[1])
    pygame.draw.rect(screen, (0, 255, 0), box)

    mx, my = pygame.mouse.get_pos()
    current_time = pygame.time.get_ticks()

    if (current_time - start > 1000) and not (clicked):
        life -= 1
        print(life)
        start = pygame.time.get_ticks()
        xy = [random.randint(0, 700), random.randint(0, 500)]

    if clicked:
        if (current_time - start < 1000) and isClicked(xy, mx, my):
            clicked = False

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        pygame.draw.rect(screen, (0, 255, 0), box)
        xy = [random.randint(0, 700), random.randint(0, 500)]
        start = pygame.time.get_ticks()

    elif (current_time - start < 1000) and not (isClicked(xy, mx, my)):
        clicked = False
        life -= 1
        pygame.draw.rect(screen, (0, 0, 255), box)
        xy = [random.randint(0, 700), random.randint(0, 500)]
        start = pygame.time.get_ticks()
        print(life)

draw_lives(life)
score_print(score)

if life <= 0:
    screen.fill((255, 0, 0))
    msg = pygame.font.Font('fonts/SF-Pro-Text-Bold.otf', 64)
    screen.blit(msg.render("GAME OVER!!!", True, (255, 255, 255)), (170, 200))

    fsc = pygame.font.Font('fonts/SF-Pro-Text-Bold.otf', 32)
    screen.blit(fsc.render("FINAL SCORE: " + str(score), True, (255, 255, 255)), (265, 275))

clock.tick(60)
pygame.display.update()

# MAIN MENU
clicked = False
mode = 0
level = 0
state = 0
MainRun = True
while MainRun:
    screen.fill((0, 0, 0))
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            MainRun = False
        if event.type == pygame.MOUSEBUTTONDOWN:
            if event.button == 1:
                clicked = True
        if event.type == pygame.MOUSEBUTTONUP:
            if event.button == 1:
                clicked = False

Welcome_Message = font_64_bold.render("Hui-Hui", True, (255, 255, 255))
screen.blit(Welcome_Message, (sw // 2 - 130, 20))

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mx, my = pygame.mouse.get_pos()

Select_Mode = font_32_bold.render("Select Mode:", True, (255, 255, 255))
screen.blit(Select_Mode, (10, sh - 400))

time_out = font_32.render("Time-Out", True, (255, 255, 255))
screen.blit(time_out, (290, sh - 360))

arcade = font_32.render("Arcade", True, (255, 255, 255))
screen.blit(arcade, (290, sh - 320))

Start = font_64_bold.render("Start", True, (255, 255, 255))
screen.blit(Start, (320, sh - 100))

if clicked and state == 0:
    if 285 < mx < 420 and sh - 360 < my < sh - 323:
        mode = 1 # Time-Out
    elif 285 < mx < 420 and sh - 320 < my < sh - 283:
        mode = 2 # Arcade

if mode == 1:
    pygame.draw.rect(screen, (255, 0, 0), pygame.Rect(275, sh - 360, 190, 37), 2)
elif mode == 2:
    pygame.draw.rect(screen, (255, 0, 0), pygame.Rect(275, sh - 320, 190, 37), 2)

if clicked and state == 0:
    if 275 < mx < 420 and sh - 265 < my < sh - 205:
        level = 1 # Time-Out
    elif 275 < mx < 420 and sh - 225 < my < sh - 175:
        level = 2 # Arcade
    elif 275 < mx < 420 and sh - 185 < my < sh - 125:
        level = 3 # Arcade
    elif sw // 2 - 95 < mx < sw // 2 + 95 and sh - 105 < my < sh - 30:
        state = 1

if state == 1:
    pygame.draw.rect(screen, (0, 255, 0), pygame.Rect(sw // 2 - 90, sh - 97, 180, 70), 2)
    if mode == 1: # Time-Out
        MainRun = False
        time_out_mode(pygame.time.get_ticks())

    elif mode == 2: # Arcade
        MainRun = False
        arcade_mode()

pygame.display.update()

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