```
 1  from turtle import back, pos
 2  import pygame
 3  import time
 4  import random
 5
 6  pygame.init()
 7  altura = 300
 8  largura = 800
 9  tamanho = (largura, altura)  # tupla
10  pygameDisplay = pygame.display
11  pygameDisplay.set_caption('Jogo - Comandos')
12  bg = pygame.image.load("assets/fundo.png")
13  missile = pygame.image.load('assets/missile.png')
14  nave = pygame.image.load('assets/nave.png')
15
16  missile = pygame.transform.flip(missile, True, False)
17
18  gameDisplay = pygame.display.set_mode(tamanho)
19  gameEvents = pygame.event
20  clock = pygame.time.Clock()
21
22  black = (0, 0, 0)
23  white = (255, 255, 255)
24  pink = (248, 60, 141)
25
26  posicaoX = 0
27  posicaoY = random.randrange(0, altura)
28  direcao = True
29  velocidade = 10
30
31  posicaoXNave = 300
32  posicaoYNave = 150
33  movimentoXNave = 0
34  movimentoYNave = 0
35  pygame.mixer.music.load('assets/trilha.mp3')
36  pygame.mixer.music.play(-1)
37  pygame.mixer.music.set_volume(1)
38
39  while True:
40      for event in gameEvents.get():
41          if event.type == pygame.QUIT:
42              pygame.quit()
43              quit()
44
45          if event.type == pygame.KEYDOWN:
46              if event.key == pygame.K_LEFT:
47                  movimentoXNave = -5
48              elif event.key == pygame.K_RIGHT:
49                  movimentoXNave = 5
50              elif event.key == pygame.K_UP:
51                  movimentoYNave = -5
52              elif event.key == pygame.K_DOWN:
53                  movimentoYNave = 5
54          if event.type == pygame.KEYUP:
```

```
55              if event.key == pygame.K_LEFT or event.key == pygame.K_RIGHT or event.key ==
   pygame.K_UP or event.key == pygame.K_DOWN:
56                  movimentoXNave = 0
57                  movimentoYNave = 0
58      posicaoXNave = posicaoXNave + movimentoXNave
59      posicaoYNave = posicaoYNave + movimentoYNave
60
61      gameDisplay.fill(black)
62      gameDisplay.blit(bg, (0, 0))
63
64      #pygame.draw.circle(gameDisplay, black, [posicaoX, posicaoY], 20, 0)
65      gameDisplay.blit(missile, (posicaoX, posicaoY))
66      gameDisplay.blit(nave, (posicaoXNave, posicaoYNave))
67
68      if direcao:
69          if posicaoX <= largura:
70              posicaoX += velocidade
71          else:
72              direcao = False
73              posicaoY = random.randrange(0, altura)
74              velocidade += 1
75              missile = pygame.transform.flip(missile, True, False)
76      else:
77          if posicaoX >= 0:
78              posicaoX -= velocidade
79          else:
80              direcao = True
81              posicaoY = random.randrange(0, altura)
82              velocidade += 1
83              missile = pygame.transform.flip(missile, True, False)
84
85      pygameDisplay.update()
86      clock.tick(60)
```