def setup():

global x, y, back\_counter, background\_1, bison1, bison2, buck1, powerup, direction, b1, b2, b3, pirates, px, py, play, bb\_logo, play\_logo, contact, selectMode, background\_1, grow, score, var\_left, win

size(600, 385)

bb\_logo = loadImage("bisonbroslogo.png")

play\_logo = loadImage("play\_word.png")

image(bb\_logo, 20, 5, 600, 200)

play = False

x = 0

y = 270

px = 600

py = 260

back\_counter = 0

background\_1 = loadImage("background1.png")

b1 = True

b2 = False

b3 = False

background(background\_1)

bison1 = loadImage("bison1.png")

#buck1 = loadImage("dollar.png")

powerup = loadImage("apic.jpg")

bison2 = loadImage("bison2.gif")

image(bison1, x, y)

image(powerup, x, y)

#image(buck1, x, y)

image(bison2, x, y)

direction = 0

pirates = loadImage("0.png")

pirates.resize(100, 70)

size(600,385)

background(255)

contact = False

score = 0

grow = False

var\_left = 0

win = False

def draw():

global x, y, back\_counter, background\_1, bison1, bison2, buck1, powerup, direction, b1, b2, b3, pirates, px, py, play, bb\_logo, play\_logo, contact, score, grow, background\_1, var\_left, win

image(bb\_logo, 20, 5, 600, 200)

fill(random(50,200), 247, 165)

rect(240,250,150,50,7)

image(play\_logo,235,250,160,70)

if mousePressed:

if mouseY >= 250 and mouseY <= 300:

play = True

if play == True:

fill(255)

global play\_logo, selectMode

fill(random(50,200), 247, 165)

rect(240,250,150,50,7)

image(play\_logo,235,250,160,70)

if b1 == True:

if direction == 1:

if y > 230:

y = y - 2

if y < 231:

direction = 2

if direction == 2:

if y <= 272:

y = y + 2

background(background\_1)

if back\_counter == 0:

image(powerup, 300, 230)

if x >= 250 and x <= 290 and y <= 232 and y >= 229:

powerup.resize(1,1)

score += 1

if back\_counter == 1:

image(powerup, 250, 264)

if x >= 210 and x <= 232 and y <= 264 and y >= 263:

powerup.resize(1,1)

score += 1

image(bison1, x, y)

textSize(15)

text("Bison Bucks:",50,40)

text(str(score),50,60)

if keyPressed == True:

if keyCode == LEFT:

x = x - 2

if x < 0:

x = 0

if keyCode == RIGHT:

x = x + 2

if keyCode == UP:

direction = 1

print(x, y)

if x >= 600 and back\_counter == 0:

powerup.resize(30,30)

contact = False

px = 500

py = 290

image(pirates, px, py)

var\_left = 0

b1 = False

b2 = True

background\_1 = loadImage("background2.jpg")

powerup = loadImage("apic.jpg")

x = 0

y = 302

back\_counter += 1

elif x >= 600 and back\_counter == 1:

b1 = False

b2 = False

b3 = True

background\_1 = loadImage("background3.jpg")

x = 0

y = 294

back\_counter += 1

elif x >= 225 and back\_counter == 2:

background(0)

win = True

bison1.resize(1,1)

if win == True:

background\_1 = loadImage("youwin2.png")

background(background\_1)

if b2 == True:

if direction == 1:

if y > 262:

y = y - 2

if y < 263:

direction = 2

if direction == 2:

if y <= 300:

y = y + 2

if b3 == True:

if direction == 1:

if y > 254:

y = y - 2

if y < 255:

direction = 2

if direction == 2:

if y <= 292:

y = y + 2

var\_left = 0

image(pirates, px, py)

if var\_left == 0:

px -= 1

var\_left = 0

if px <= x + 15:

if py <= y - 5:

contact = True

if contact == True:

px = px + 20

py = py - 20

if px >= x + 400 and contact == True:

score += 15

contact = False