```python
import pygame,sys,random,time
import math
###############################################################################
##########################
################################## Do Not Type above this line
###################################################
###############################################################################
##########################

screenWidth = 1250
screenHeight =  700
# DO NOT ALTER THE FOLLOWING 4 LINES OF CODE
exec(compile(source=open('utility/pygame_starterMAC.py').read(),
filename='pygame_starterMAC.py', mode='exec'))
exec(compile(source=open('utility/pygame_setup.py').read(),
filename='pygame_setup.py', mode='exec'))
fps = 60
clock = pygame.time.Clock()
# DO NOT ALTER THE ABOVE 4 LINES OF CODE


###############################################################################
##########################
################################## IMAGES
###################################################
###############################################################################
##########################
player = Image("girl.png",0.18)   # Load girl.png image into player variable & set
the scale to 0.1 of the original size
flower  = Image("flowey.png",0.15)   # Load flowey.png image into the flower variable
& set the scale to 0.15 of the original size
dog = Image("dog.png", 0.15)    # Load dog.png image into the dog variable & set the
scale to 0.15 of the original size
mouse = Image("mouse.png", 0.18) # Load mouse.png image into the mouse variable & set
the scale to 0.18 of the original size
perfume= Image("perfume.png", 0.17) # Load perfume.png image into the perfume variable
& set the scale to 0.18 of the original size
acne= Image("acne.png", 0.17) # Load acne.png image into the acne variable & set the
scale to 0.1 of the original size
soap= Image("soap.png", 0.17) # Load soap.png image into the soap variable & set the
scale to 0.10 of the original size
makeup= Image("makeup.png", 0.17) # Load makeup.png image into the makeup variable &
set the scale to 0.11 of the original size
```

```python
pears= Image("pears.png", 0.5) # Load pears.png image into the pears variable & set
the scale to 0.05 of the original size
pacifica= Image("pacifica.png", 0.5) # Load pacifica.png image into the pacifica
variable & set the scale to 0.03 of the original size
dove= Image("dove.png", 0.17) # Load dove.png image into the dove variable & set the
scale to 0.10 of the original size
clorox= Image("clorox.png", 0.17) # Load clorox.png image into the clorox variable &
set the scale to 0.10 of the original size
bunny = Image("bunny.png",0.18)    # Load bunny.png image into bunny variable & set
the scale to 0.03 of the original size
username = Image("name.png",0.8)    # Load name.png image into username variable & set
the scale to 0.1 of the original size


background = Image("chemlab1.jpg",1, True, screenWidth,screenHeight) #Load the
chemlab1.jpg image into the maze variable and set the height and width to 1250 and
700. Set transparency to TRUE.
background.x=0
background.y=0

titleScreen = Image("LAB.jpg",1, False, screenWidth,screenHeight)  #Load LAB.jpg into
the titleScreen variable, override the scale with screenWidth and screenHeight.
Transparency is FALSE for this image.
titleScreen.x=0
titleScreen.y=0

maze= Image("maze.png",1, True, screenWidth,screenHeight) #Load the maze image into
the maze variable and set the height and width to 1250 and 700. Set transparency to
TRUE.
maze.x=0
maze.y=0

gamelogo = Image("Logs.png",0.5)
gamelogo.x = 400
gamelogo.y = 100




#############################################################################
##########################
################################# COLORS and SOUNDS
#########################################################
#############################################################################
##########################
```

```python
frogsound = SoundEffect("croak.wav")
dogsound = SoundEffect("dogsounds.wav")
yaysound = SoundEffect("Yay.wav")
pygame.mixer.music.load("sounds//Backtrack.mp3")
portalsound = SoundEffect("button.wav")

#Use the next 2 lines for music as you can stop, play, pause and unpause these.
https://www.pygame.org/docs/ref/music.html#module-pygame.mixer.music
#pygame.mixer.music.load("sounds//sos.mp3")
#pygame.mixer.music.play()

############################################################################
##########################
################################ VARIABLES
######################################################################
############################################################################
##########################

level = 0
score = 0
gameOver = False
name =  "Bella R"

# colorName = (R,G,B)
# RGB colors :   https://www.rapidtables.com/web/color/RGB_Color.html
BLACK = (0, 0, 0)
WHITE = (255, 255, 255)
GREEN = (0, 255, 0)
RED = (255, 0, 0)
BLUE = (0,0,255)
YELLOW = (255,255,0)
PINK = (255,20,147)
BROWN = (150,75,0)
ORANGE = (255,165,0)
TEAL = (217,253,247)
LIGHTPINK = (253,209,245)
LIGHTPURPLE = (217,197,255)

############################################################################
##########################
######### Main Program Loops ~60x per second
######################################################################
```

```python
#######################################################################################
###########################
keys_pressed = pygame.key.get_pressed()


while gameOver == False:
    ######## Leave the next 10 lines alone - DO NOT CHANGE ########
    clock.tick(fps)
    for event in pygame.event.get():
        keys_pressed = pygame.key.get_pressed()
        if event.type == pygame.KEYDOWN:
            if event.key == pygame.K_x:
                ######## EXIT GAME  ########
                gameOver = True
                pygame.quit()
                sys.exit()
    pygame.display.update()



#######################################################################################
###########################
    ######## LEVEL 0 - TITLE SCREEN
#######################################################################################


#######################################################################################
###########################
    if level == 0 : #indented to column 4
        screen.fill(WHITE)
        titleScreen.display()
        gamelogo.display()
        username.display()
        showText("Press Enter to Start",BLACK,400,350,42)
        showText("Reach the hurt rabbit in time! Use WASD or arrows to move!", BLACK,
15,450,43)
        showText("Created by "+name,BLACK,600,650,48)


        username.x=260
        username.y=150



        if keys_pressed[pygame.K_RETURN]:
            pygame.mixer.music.play()
            level = 1 # change to level 1 from level 0
```

```python
            timerStart = pygame.time.get_ticks()
            # Reset variables at the start of a new game
            score = 0
            player.x=400
            player.y=500
            flower.x=250
            flower.y=225
            flowerspeedx = random.randint (-5,5)
            flowerspeedy = random.randint (-5,5)
            dog.x=250
            dog.y=223
            dogspeedx = random.randint (-5,5)
            dogspeedy = random.randint (-5,5)
            mouse.x=246
            mouse.y=229
            mousespeedx = random.randint (-5,5)
            mousespeedy = random.randint (-5,5)
            perfume.x=246
            perfume.y=229
            perfumespeedx = random.randint (-5,5)
            perfumespeedy = random.randint (-5,5)
            makeup.x=229
            makeup.y=250
            makeupspeedx = random.randint (-5,5)
            makeupspeedy = random.randint (-5,5)
            acne.x=267
            acne.y=310
            acnespeedx = random.randint (-5,5)
            acnespeedy = random.randint (-5,5)
            soap.x=264
            soap.y=292
            soapspeedx = random.randint (-5,5)
            soapspeedy = random.randint (-5,5)
        if keys_pressed[pygame.K_o]:
            level = 2 # change to level 2 from level 0



#################################################################################
#########################
```

```python
    ######## LEVEL 1 #######
###############################################################################
#

###############################################################################
##########################
    if level == 1:
        screen.fill(GREEN)
        background.display()
        player.display()
        flower.display()
        dog.display()
        mouse.display()

        showText("Points"+str(score),YELLOW, 900, 10,36)
        seconds = (pygame.time.get_ticks()-timerStart)/1000
        if seconds<10:
            showText("Touch everything but the products in order to gain points", PINK,
90,90, 36)
        if seconds>5:
            perfume.display()
        if seconds>4:
            soap.display()
        if seconds>7:
            makeup.display()
        if seconds>9:
            acne.display()

        showText("Time left" +str(round(30-seconds,1)), BLUE, 600,50,28)
        flower.x += flowerspeedx
        flower.y += flowerspeedy
        dog.x += dogspeedx
        dog.y += dogspeedy
        mouse.x += mousespeedx
        mouse.y += mousespeedy
        perfume.x += perfumespeedx
        perfume.y += perfumespeedy
        soap.x += soapspeedx
        soap.y += soapspeedy
        acne.x += acnespeedx
        acne.y += acnespeedy
        makeup.x += makeupspeedx
```

```python
        makeup.y += makeupspeedy


        if keys_pressed[pygame.K_d] or keys_pressed[pygame.K_RIGHT]:
            player.x += 5
            player.flipme (True)
        if keys_pressed [pygame.K_s] or keys_pressed[pygame.K_DOWN]:
            player.y +=5
        if keys_pressed [pygame.K_w] or keys_pressed[pygame.K_UP]:
            player.y -=5
        if keys_pressed [pygame.K_a] or keys_pressed[pygame.K_LEFT]:
            player.x -=5
            player.flipme (False)


        if seconds>=30:
            level=1.6


        if player.x >= 1200:
            player.x =1200
        if player.x <=0:
            player.x = 0
        if player.y <=0:
            player.y = 0
        if player.y >=650:
            player.y = 650


        flower.x +=5
        if flower.x >1000:
            flower.x = 0
        if flower.x > 1250:
            flower.x = -100
        if flower.x < -100:
            flower.x = 1250
        if flower.x <= 0:
            flower.x = 0
            flowerspeedx = - flowerspeedx
        if flower.x >=1200:
            flower.x = 1200
            flowerspeed.x = - flowerspeedx
        if flower.y <= 0:
            flower.y = 0
            flowerspeedy = - flowerspeedy
```

```python
    if flower.y >= 600:
        flower.y = 600
        flowerspeedy = - flowerspeedy


perfume.x +=5
if perfume.x >1000:
    perfume.x = 0
if perfume.x > 1250:
    perfume.x = -100
if perfume.x < -100:
    perfume.x = 1250
if perfume.x <= 0:
    perfume.x = 0
    perfumespeedx = - perfumespeedx
if perfume.x >=1200:
    perfume.x = 1200
    perfumespeed.x = - perfumespeedx
if perfume.y <= 0:
    perfume.y = 0
    perfumespeedy = - perfumespeedy
if perfume.y >= 600:
    perfume.y = 600
    perfumespeedy = - perfumespeedy


mouse.x +=5
if mouse.x >1000:
    mouse.x = 0
if mouse.x > 1250:
    mouse.x = -100
if mouse.x < -100:
    mouse.x = 1250
if mouse.x <= 0:
    mouse.x = 0
    mousespeedx = - mousespeedx
if mouse.x >=1200:
    mouse.x = 1200
    mousespeedx = - mousespeedx
if mouse.y <= 0:
    mouse.y = 0
    mousespeedy = - mousespeedy
if mouse.y >= 600:
    mouse.y = 600
```

```python
        mousespeedy = - mousespeedy


dog.x +=5
if dog.x >1000:
    dog.x = 0
if dog.x > 1250:
    dog.x = -100
if dog.x < -100:
    dog.x = 1250
if dog.x <= 0:
    dog.x = 0
    dogspeedx = - dogspeedx
if dog.x >=1200:
    dog.x = 1200
    dogspeed.x = - dogspeedx
if dog.y <= 0:
    dog.y = 0
    dogspeedy = - dogspeedy
if dog.y >= 600:
    dog.y = 600
    dogspeedy = - dogspeedy

soap.x +=5
if soap.x >1000:
    soap.x = 0
if soap.x > 1250:
    soap.x = -100
if soap.x < -100:
    soap.x = 1250
if soap.x <= 0:
    soap.x = 0
    soapspeedx = - soapspeedx
if soap.x >=1200:
    soap.x = 1200
    soapspeed.x = - soapspeedx
if soap.y <= 0:
    soap.y = 0
    soapspeedy = - soapspeedy
if soap.y >= 600:
    soap.y = 600
    soapspeedy = - soapspeedy
```

```
acne.x +=5
if acne.x >1000:
    acne.x = 0
if acne.x > 1250:
    acnex = -100
if acne.x < -100:
    acne.x = 1250
if acne.x <= 0:
    acne.x = 0
    acnespeedx = - acnespeedx
if acne.x >=1200:
    acne.x = 1200
    acnespeed.x = - acnespeedx
if acne.y <= 0:
    acne.y = 0
    acnespeedy = - acnespeedy
if acne.y >= 600:
    acne.y = 600
    acnespeedy = - acnespeedy

makeup.x +=5
if makeup.x >1000:
    makeup.x = 0
if makeup.x > 1250:
    makeup.x = -100
if makeup.x < -100:
    makeup.x = 1250
if makeup.x <= 0:
    makeup.x = 0
    makeupspeedx = - makeupspeedx
if makeup.x >=1200:
    makeup.x = 1200
    makeupspeed.x = - makeupspeedx
if makeup.y <= 0:
    makeup.y = 0
    makeupspeedy = - makeupspeedy
if makeup.y >= 600:
    makeup.y = 600
    makeupspeedy = - makeupspeedy

if imagesCollide (player, flower):
```

```python
        score +=1
        yaysound.Play ()
        flower.x = random.randint (0,1150)
        flower.y = random.randint (0,600)
    if score >= 20:
        level = 1.5


    if imagesCollide (player, mouse):
        score +=3
        yaysound.Play ()
        mouse.x = random.randint (0,1150)
        mouse.y = random.randint (0,600)
    if score >= 20:
        level = 1.5


    if imagesCollide (player, dog):
        score +=2
        yaysound.Play ()
        dog.x = random.randint (0,1150)
        dog.y = random.randint (0,600)
    if score >= 20:
        level = 1.5


    if imagesCollide (player, perfume) and seconds>5:
        score -=3
        perfume.x = random.randint (0,1120)
        perfume.y = random.randint (0,400)
    if score <0:
        level = 1.6


    if imagesCollide (player, soap) and seconds>4:
        score -=4
        soap .x = random.randint (0,1120)
        soap.y = random.randint (0,400)


    if imagesCollide (player, makeup) and seconds>7:
        score -=4
        makeup.x = random.randint (0,1120)
        makeup.y = random.randint (0,400)


    if imagesCollide (player, acne) and seconds>9:
        score -=4
```

```
            acne.x = random.randint (0,1120)
            acne.y = random.randint (0,400)




    ######## LEVEL 1.5 #######
###########################################################################
#
    if level == 1.5:
        screen.fill(TEAL)
        showText("YOU WIN FIRST LEVEL",LIGHTPINK, 250, 250,72)
        showText("Press space to go second level",LIGHTPURPLE, 400, 350,36)
        showText("Out of 500 brands, 190 (38%) fund animal testing, and another 38
(7.6%) have refused to share their complete",RED, 40,400,22)
        showText("animal testing policy. This means that 45.6% of the top 500 brands
are not cruelty-free, while 54.4% are cruelty-free.",RED, 40,450,22)



        if keys_pressed[pygame.K_SPACE] and level == 1.5:
            level = 2 # change to level 2 from level 1.5



            # Reset variables at the start of a new game
            player.x=400
            player.y=500




    ######## LEVEL 1.6 #######
###########################################################################
#
    if level == 1.6:
        screen.fill(BLACK)
        showText("YOU LOSE FIRST LEVEL",RED, 200, 250,72)
        showText("Press space to restart",YELLOW, 400, 350,36)
        showText("100 million animals are killed a year due to animal testing. Don't
support the animal tested brands",YELLOW, 50, 450, 25)
        if keys_pressed[pygame.K_SPACE] and level==1.6:
            level = 0




###########################################################################
#########################
```

```
   ######## LEVEL 2 #######
################################################################################
#


################################################################################
#########################
    if level == 2:
        screen.fill(LIGHTPURPLE)
        background.display()
        showText("Guess which product is the non animal tested product", LIGHTPINK,
100, 100, 22)
        pacifica.display()
        dove.display()
        pears.display()
        clorox.display()
        player.display()



        if keys_pressed[pygame.K_d] or keys_pressed[pygame.K_RIGHT]:
                player.x += 4
                player.flipme (True)
        if keys_pressed [pygame.K_s] or keys_pressed[pygame.K_DOWN]:
                player.y +=4
        if keys_pressed [pygame.K_w] or keys_pressed[pygame.K_UP]:
                player.y -=4
        if keys_pressed [pygame.K_a] or keys_pressed[pygame.K_LEFT]:
                player.x -=4
                player.flipme (False)



        if player.x >= 1200:
            player.x =1200
        if player.x <=0:
            player.x = 0
        if player.y <=0:
            player.y = 0
        if player.y >=650:
            player.y = 650

        pacifica.x = 500
        pacifica.y = 0
        dove.x = 500
```

```python
        dove.y = 200
        pears.x = 220
        pears.y = 300
        clorox.x = 100
        clorox.y = 200


        if imagesCollide (player, pacifica) and level==2:
            level = 2.1
            yaysound.Play()

        if imagesCollide (player, clorox) and level==2:
            level = 2.3

        if imagesCollide (player, dove) and level==2:
            level = 2.3

        if imagesCollide (player, pears) and level==2:
            level = 2.3


    ######## LEVEL 2.1 #######
##############################################################################
#
    if level == 2.1:
        screen.fill(LIGHTPURPLE)
        showText("Start next level press enter", LIGHTPINK, 200,200,23)
        showText("California, Nevada, Illinois, Virginia, Maryland, Maine & Hawaii
banned cosmetic animal testing", LIGHTPINK, 150,100,20)


        if keys_pressed[pygame.K_RETURN] and level == 2.1:
            level = 3 # change to level 3 from level 2.1


            # Reset variables at the start of a new game
            player.x=0
            player.y=10

    ######## LEVEL 2.3 #######
##############################################################################
#
```

```python
    if level == 2.3:
        screen.fill(LIGHTPINK)
        showText("Restart level two press key m, restart whole game press space", BLUE,
200,400,23)
        showText("52% of American adults do not agree with animal testing", BLUE,
300,100, 23)

    if keys_pressed[pygame.K_m] and level == 2.3:
        level = 1.5 # change to level 1.5 from level 2.3

    if keys_pressed[pygame.K_SPACE] and level == 2.3:
        level = 0 # change to level 0 from level 2.3



##############################################################################
#########################
    ######## LEVEL 3 #######
##############################################################################
#

##############################################################################
#########################
    if level == 3:
        screen.fill(WHITE)
        maze.display()
        showText("SAVE THE BUNNY", LIGHTPINK, 0, 100, 22)
        player.display()
        player.changeSize (20,30)
        bunny.display()

        bunny.x=1160
        bunny.y=150

        if keys_pressed[pygame.K_d] or keys_pressed[pygame.K_RIGHT]:
                player.x += 4
                player.flipme (True)
        if keys_pressed [pygame.K_s] or keys_pressed[pygame.K_DOWN]:
                player.y +=4
        if keys_pressed [pygame.K_w] or keys_pressed[pygame.K_UP]:
                player.y -=4
        if keys_pressed [pygame.K_a] or keys_pressed[pygame.K_LEFT]:
                player.x -=4
```

```python
            player.flipme (False)

        if player.x >= 1200:
            player.x =1200
        if player.x <=0:
            player.x = 0
        if player.y <=0:
            player.y = 0
        if player.y >=650:
            player.y = 650


        if imagesCollide (player,maze):
            player.x=200
            player.y=200
            portalsound.Play()


        if imagesCollide (player, bunny) and level==3:
            level = 3.3
   ######## LEVEL 3.3 #######
################################################################################
#
    if level == 3.3:
        screen.fill(GREEN)
        player.display()
        bunny.display()
        showText("YOU WON AND FOUND THE BUNNY", BLACK, 300, 100, 25)
        showText("PRESS SPACE TO RESTART", BLACK, 400, 300, 27)

    if keys_pressed[pygame.K_SPACE] and level == 3.3:
        level = 0 # change to level 0 from level 3.3
```