

PERMAINAN TANGKAP TELUR

Eka Putri Oktavia	(1206220019)
M Rizqy Fausta	(1206220009)
Yoseph Friden B.W.	(1206220041)

```
from itertools import cycle
from random import randrange
from tkinter import Canvas, Tk, messagebox, font

lebar_canvas = 1280
tinggi_canvas = 700

root = Tk()
root.title("EGG CATCHER")
c = Canvas(root, width=lebar_canvas, height=tinggi_canvas, background="deep sky blue")
c.create_rectangle(-5, tinggi_canvas-200, lebar_canvas+5, tinggi_canvas+5, fill="green", width=0)
c.create_oval(-160, -160, 240, 240, fill='orange', width=0)
c.pack()
```



GUNAKAN LIBRARY ATAU TOOLS



MEMBUAT CANVAS



MEMBUAT TAMPILAN BACKGROUND GAME



BUAT VARIABEL

```
warna_telur = cycle(["blue", "red", "pink", "yellow", "purple"])
lebar_telur = 45
tinggi_telur = 55
score_telur = 10
kecepatan_telur = 100
interval_telur = 4000
kesulitan = 0.95
warna_keranjang = "black"
lebar_keranjang = 120
tinggi_keranjang = 120
catcher_startx = lebar_canvas / 2 - lebar_keranjang / 2
catcher_starty = tinggi_canvas - tinggi_keranjang - 20
catcher_startx2 = catcher_startx + lebar_keranjang
catcher_starty2 = catcher_starty + tinggi_keranjang
```

```
keranjang = c.create_arc(catcher_startx, catcher_starty, catcher_startx2, catcher_starty2, start=200, extent=140, style="arc",  
                          outline=warna_keranjang, width=3)  
game_font = font.nametofont("TkFixedFont")  
game_font.config(size=18)  
  
skor = 0  
teks_score = c.create_text(10, 10, anchor="nw", font=game_font, fill="darkblue", text="Score: "+ str(skor))  
  
kesempatan = 3  
teks_kehidupan = c.create_text(lebar_canvas-10, 10, anchor="ne", font=game_font, fill="darkblue", text="Lives: "+ str(kesempatan))  
  
telur = []
```




BUAT FUNGSI

```
def membuat_telur():
    x = randrange(10, 740)
    y = 40
    new_egg = c.create_oval(x, y, x+lebar_telur, y+tinggi_telur, fill=next(warna_telur), width=0)
    telur.append(new_egg)
    root.after(interval_telur, membuat_telur)

def perpindahan_telur():
    for egg in telur:
        (eggx, egg_y, egg_x2, egg_y2) = c.coords(egg)
        c.move(egg, 0, 10)
        if egg_y2 > tinggi_canvas:
            telur_jatuh(egg)
    root.after(kecepatan_telur, perpindahan_telur)

def telur_jatuh(egg):
    telur.remove(egg)
    c.delete(egg)
    telur_gagal()
    if kesempatan == 0:
        messagebox.showinfo("GAME OVER!", "TOTAL SCORE: "+ str(skor))
        root.destroy()

def telur_gagal():
    global kesempatan
    kesempatan -= 1
    c.itemconfigure(teks_kehidupan, text="Lives: "+ str(kesempatan))
```

```
def periksa_tangkapan():
    (catcherx, catcherx2, catchery, catchery2) = c.coords(keranjang)
    for egg in telur:
        (eggx, eggx2, eggy, eggy2) = c.coords(egg)
        if catcherx < eggx and eggx2 < catcherx2 and catchery2 - eggy2 < 40:
            telur.remove(egg)
            c.delete(egg)
            penambahan_skor(score_telur)
    root.after(100, periksa_tangkapan)

def penambahan_skor(points):
    global skor, kecepatan_telur, interval_telur
    skor += points
    kecepatan_telur = int(kecepatan_telur * kesulitan)
    interval_telur = int(interval_telur * kesulitan)
    c.itemconfigure(teks_score, text="Score: "+ str(skor))

def gerak_kiri(event):
    (x1, y1, x2, y2) = c.coords(keranjang)
    if x1 > 0:
        c.move(keranjang, -20, 0)

def gerak_kanan(event):
    (x1, y1, x2, y2) = c.coords(keranjang)
    if x2 < lebar_canvas:
        c.move(keranjang, 20, 0)
```



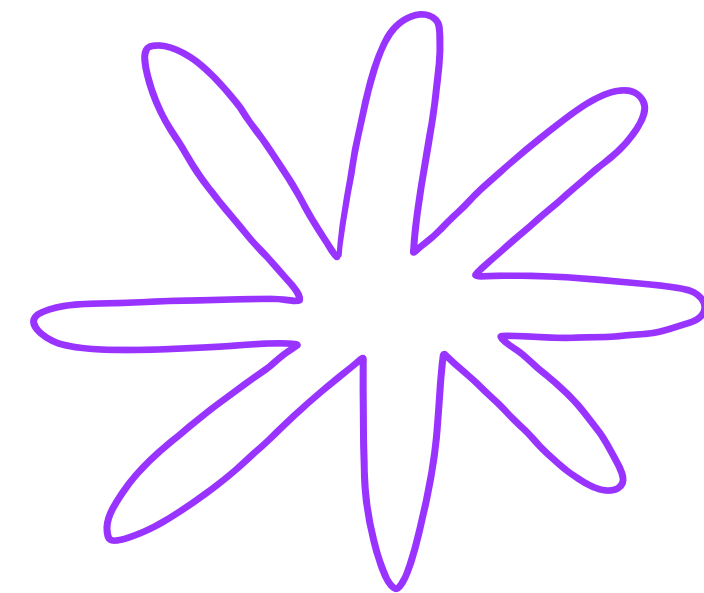
BUAT TAMPILAN AKHIR

```
c.bind("<Left>", gerak_kiri)
c.bind("<Right>", gerak_kanan)
c.focus_set()
root.after(1000, membuat_telur)
root.after(1000, perpindahan_telur)
root.after(1000, periksa_tangkapan)
root.mainloop()
```

Score: 0

Lives: 3





TERIMA KASIH

