**import** os  
**import** sys  
**from** PyQt5.QtWidgets **import** QInputDialog  
**from** PyQt5.QtWidgets **import** \*  
**import** pygame  
  
  
FPS = 30  
Width = 770  
Height = 890  
  
  
**def** load\_image(name, catal, color\_key=**None**):  
 fullname = os.path.join(catal, name)  
 **try**:  
 image = pygame.image.load(fullname).convert()  
 **except** pygame.error **as** message:  
 print(**'Cannot load image:'**, name)  
 **raise** SystemExit(message)  
 **if** color\_key **is not None**:  
 **if** color\_key == -1:  
 color\_key = image.get\_at((0, 0))  
 image.set\_colorkey(color\_key)  
 **else**:  
 image = image.convert\_alpha()  
 **return** image  
  
  
**def** sort():  
 file = open(**'nicknames.txt'**).read().strip().split(**'\n'**)  
 st = **''  
 for** z, k **in** sorted([(int(s.split()[1]), s.split()[0]) **for** s **in** file **if** len(s.split()) == 2], reverse=**True**):  
 st += k + **' '** + str(z) + **'\n'** open(**'nicknames\_top.txt'**, **'w'**).write(st)  
  
  
**class** Input\_nick(QWidget):  
 **def** \_\_init\_\_(self):  
 super().\_\_init\_\_()  
 self.setGeometry(800, 470, 5, 5)  
 self.setWindowTitle(**'def'**)  
  
 **def** input(self):  
 i, okBtnPressed = QInputDialog.getText(self,  
 **"Введите Ваш nickname"**,  
 **"Nickname:"**)  
 **if** okBtnPressed:  
 open(**'nicknames.txt'**, **'a'**).write(i)  
 self.close()  
  
  
**class** Start\_Button(pygame.sprite.Sprite):  
 **def** \_\_init\_\_(self):  
 super().\_\_init\_\_(sprite\_button)  
 self.image = load\_image(**"start.jpg"**, **'кнопки'**)  
 self.rect = self.image.get\_rect()  
 self.rect.x = (Width - 200) // 2  
 self.rect.y = 2 \* Height // 5  
  
  
**class** Personal\_account(pygame.sprite.Sprite):  
 **def** \_\_init\_\_(self):  
 super().\_\_init\_\_(sprite\_button)  
 self.image = load\_image(**"личный кабинет.png"**, **'кнопки'**)  
 self.rect = self.image.get\_rect()  
 self.rect.x = Width - 90  
 self.rect.y = 160  
  
  
**class** Animation(pygame.sprite.Sprite):  
 **def** \_\_init\_\_(self):  
 super().\_\_init\_\_(sprite\_button)  
 self.image = load\_image(**"animation 009.jpg"**, **"data/animation"**)  
 self.rect = self.image.get\_rect()  
 self.rect.x = 25  
 self.rect.y = 500  
  
  
pygame.init()  
clock = pygame.time.Clock()  
size = 770, 890  
screen = pygame.display.set\_mode(size)  
sprite\_button = pygame.sprite.Group()  
sprite\_logotipe = pygame.sprite.Group()  
sprite\_animation = pygame.sprite.Group()  
sprite = pygame.sprite.Sprite()  
sprite.image = load\_image(**"logo3.jpg"**, **'анимация'**)  
sprite.rect = sprite.image.get\_rect()  
sprite.rect.topleft = ((Width - 500) // 2, 20)  
sprite\_logotipe.add(sprite)  
start = Start\_Button()  
accout = Personal\_account()  
animation = Animation()  
running = **True**app = QApplication(sys.argv)  
def\_win = Input\_nick()  
temp = -1  
**while** running:  
 temp = (temp + 1) % 870 + 1  
 animation.image = load\_image(**"animation "** + **"0"** \* (3 - len(str(temp))) + str(temp) + **".jpg"**, **"data/animation"**)  
 sort()  
 top = open(**'nicknames\_top.txt'**).read().strip(**'\n'**).split(**'\n'**)  
 **if** len(top) < 3:  
 **for** i **in** range(3 - len(top)):  
 top.append(**' '**)  
 **if** len(top) > 3:  
 top = top[:3]  
 f1 = pygame.font.SysFont(**'serif'**, 50)  
 text1 = f1.render(**'1. '** + top[0], 0, (255, 0, 0))  
 screen.blit(text1, (150, 180))  
 sprite\_logotipe.draw(screen)  
 f2 = pygame.font.SysFont(**None**, 30)  
 text2 = f2.render(**'2. '** + top[1], 0, (0, 0, 255))  
 screen.blit(text2, (250, 250))  
 sprite\_logotipe.draw(screen)  
 f3 = pygame.font.SysFont(**None**, 30)  
 text3 = f3.render(**'3. '** + top[2], 0, (0, 0, 255))  
 screen.blit(text3, (250, 300))  
 sprite\_logotipe.draw(screen)  
 sprite\_button.draw(screen)  
 sprite\_animation.draw(screen)  
 pygame.display.flip()  
 clock.tick(FPS)  
 **for** event **in** pygame.event.get():  
 **if** event.type == pygame.QUIT:  
 running = **False  
 if** event.type == pygame.MOUSEBUTTONDOWN **and** event.button == 1:  
 **if** Width - 90 < event.pos[0] < Width - 56 **and** 160 < event.pos[1] < 225:  
 def\_win.show()  
 def\_win.input()  
 **else**:  
 pygame.quit()  
 os.system(**'python {}'**.format(**'Game.py'**))  
 running = **False  
 if** event.type == pygame.KEYDOWN:  
 pygame.quit()  
 os.system(**'python {}'**.format(**'Game.py'**))  
 running = **False**pygame.quit()