"""

Pygame base template for opening a window

Sample Python/Pygame Programs

Simpson College Computer Science

http://programarcadegames.com/

http://simpson.edu/computer-science/

Explanation video: http://youtu.be/vRB\_983kUMc

"""

import pygame

import random

import time

health=200

enemytimer=200

enemytimer1=0

time=600

arrows=[]

score = 0

# Define some colors

BLACK = (0, 0, 0)

WHITE = (255, 255, 255)

GREEN = (0, 255, 0)

RED = (255, 0, 0)

BLUE = (0, 0, 255)

player\_image = pygame.image.load("image/images/hunter.png")

fort = pygame.image.load("image/images/fort.png")

bullet = pygame.image.load("image/images/bullet.png")

enemy = pygame.image.load("image/images/enemy.png")

healthbar = pygame.image.load("image/images/healthbar.png")

health = pygame.image.load("image/images/health.png")

gameover = pygame.image.load("image/images/gameover.png")

grass = pygame.image.load("image/images/Grass.png")

gameover = pygame.image.load("image/images/gameover.png")

youwin = pygame.image.load("image/images/youwin.png")

#Classes

class Enemy(pygame.sprite.Sprite):

def \_\_init\_\_(self):

pygame.sprite.Sprite.\_\_init\_\_(self)

my\_image=pygame.image.load("image/images/enemy.png")

self.image = my\_image

self.rect = self.image.get\_rect()

def update(self):

self.rect.x -= 3

if self.rect.x < 100:

self.rect.x = 670

class Player(pygame.sprite.Sprite):

def \_\_init\_\_(self):

pygame.sprite.Sprite.\_\_init\_\_(self)

my\_image=pygame.image.load("image/images/hunter.png")

self.image = my\_image

self.rect = self.image.get\_rect()

class Nest(pygame.sprite.Sprite):

def \_\_init\_\_(self):

pygame.sprite.Sprite.\_\_init\_\_(self)

my\_image=pygame.image.load("image/images/fort.png")

self.image = my\_image

self.rect = self.image.get\_rect()

class Bullet(pygame.sprite.Sprite):

def \_\_init\_\_(self):

pygame.sprite.Sprite.\_\_init\_\_(self)

my\_image=pygame.image.load("image/images/bullet.png")

self.image = my\_image

self.rect = self.image.get\_rect()

def update(self):

self.rect.x += 5

#Functions

def draw\_bullet(screen, x, y):

screen.blit(bullet,(x,y))

def draw\_hero(screen, x, y):

screen.blit(player\_image,(x,y))

def draw\_nests(screen, x, y):

screen.blit(fort,(0,140))

screen.blit(fort,(0,235))

screen.blit(fort,(0,350))

def draw\_enemies(screen, x, y):

screen.blit(enemy,(640,random.randint(50,430)))

# initialize pygame

pygame.init()

# Set the width and height of the screen [width, height]

screen\_width = 650

screen\_height = 500

screen = pygame.display.set\_mode([screen\_width,screen\_height])

pygame.display.set\_caption("My Game")

# Spitie lists

enemy\_list = pygame.sprite.Group()

# All Sprite List

all\_sprites\_list = pygame.sprite.Group()

# Bullet List

bullet\_list = pygame.sprite.Group()

# Loop to make the Spirites

for i in range(10):

# This represents a block

enemy = Enemy()

# Set a random location for the block

enemy.rect.x = random.randrange(600,650)

enemy.rect.y = random.randrange(screen\_height)

# Add the block to the list of objects

enemy\_list.add(enemy)

all\_sprites\_list.add(enemy)

#Creating the player

player = Player()

nest = Nest()

bullet = Bullet()

all\_sprites\_list.add(player,nest,bullet)

# Loop until the user clicks the close button.

done = False

# Used to manage how fast the screen updates

clock = pygame.time.Clock()

pygame.mouse.set\_visible(False)

#Create enemy and put them in list

#Add player to List

#all\_sprites\_list.add(player)

#create List for Bullets

#score thing

font = pygame.font.SysFont('Calibri', 25, True, False)

# -------- Main Program Loop -----------

while not done:

time -= 1

# --- Main event loop

for event in pygame.event.get():

if event.type == pygame.QUIT:

done = True

elif event.type == pygame.MOUSEBUTTONDOWN:

# Fire a bullet if the user clicks the mouse button

bullet = Bullet()

# Set the bullet so it is where the player is

bullet.rect.x = player.rect.x

bullet.rect.y = player.rect.y

# Add the bullet to the lists

all\_sprites\_list.add(bullet)

bullet\_list.add(bullet)

# --- Game logic should go here

# --- Drawing code should go here

# First, clear the screen to white. Don't put other drawing commands

# above this, or they will be erased with this command.

screen.fill(WHITE)

screen.blit(grass, [0, 0])

#Get dat mouse

pos = pygame.mouse.get\_pos()

#Got dat mouse

player.rect.x = pos[0]

player.rect.y = pos[1]

#moving the enemies + bullets

enemy\_list.update()

bullet\_list.update()

# sprite Collide Function

enemy\_hit\_list = pygame.sprite.spritecollide(bullet, enemy\_list, True)

#Check For Collisions

for enemy in enemy\_hit\_list:

score += 1

#Score thing

text = font.render("Score: " + str(score),True,BLUE)

screen.blit(text, [300, 10])

#time thing

text = font.render("Time Left: " + str(time),True,RED)

screen.blit(text, [100, 10])

# Draw all the spites

all\_sprites\_list.draw(screen)

#Checks for winner and loser

if score >= 10 and time >= 0:

screen.blit(youwin, (0,0))

if time <= 0:

screen.blit(gameover, (0,0))

# --- Go ahead and update the screen with what we've drawn.

pygame.display.flip()

# --- Limit to 60 frames per second

clock.tick(60)

# Close the window and quit.

# If you forget this line, the program will 'hang'

# on exit if running from IDLE.

pygame.quit()