

PyGame Car Crash Tutorial 4 Part 4

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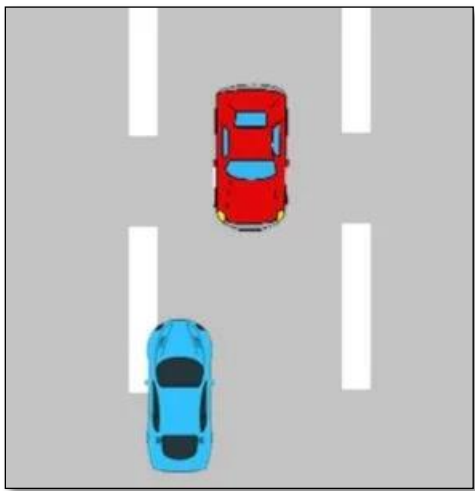
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Time required: 30 minutes

Preview of the Game

Here's a sneak peak of the game that we are going to work on.

[CarCrashDemo Video](#)



Car Crash is simple arcade type game. The object is to move your blue car back and forth to avoid the oncoming red cars.

Enemy Class

The player class stays the same. The enemy class is almost the same as the player class.

Open **player.py** and save it as **enemy.py**

```

1  """
2      Name: enemy.py
3      Author:
4      Date:
5      Purpose: All logic for the enemy's car is in this class
6  """
7  # Import modules
8  import pygame
9  from random import randint
10 import config
11
12
13 class Enemy(pygame.sprite.Sprite):
14     """Define the enemy class and methods"""
15
16     # ----- INITIALIZE ENEMY SPRITE -----#
17     def __init__(self):
18         """Construct an enemy object from Sprite class"""
19
20         # Call the constructor of the superclass (pygame.sprite.Sprite)
21         super().__init__()
22
23         # Load enemy car image from file into a variable
24         self.image = pygame.image.load(
25             "./assets/enemy.png").convert_alpha()
26
27         # Get the rectangle area of the player car surface
28         self.rect = self.image.get_rect()
29
30         # Get a random location 40 pixels away from the left and the right.
31         x = randint(40, config.WIDTH - 40)
32
33         # y is -75, the car starts above the program window
34         y = -75
35
36         # Move car to initial position
37         self.rect.move_ip((x, y))

```

CarCrash Class

1. Open **car_crash_3.py** and save as **car_crash_4.py**
2. Change the code to the following. The minor changes are marked in green.

```

1  """
2      Name: car_crash_4.py
3      Author:
4      Date:
5      Purpose: Draw both cars
6  """
7  # pip install pygame-ce
8  # Import pygame library
9  import pygame
10 from sys import exit
11 import config
12 # Import player and enemy class
13 import player
14 import enemy

```

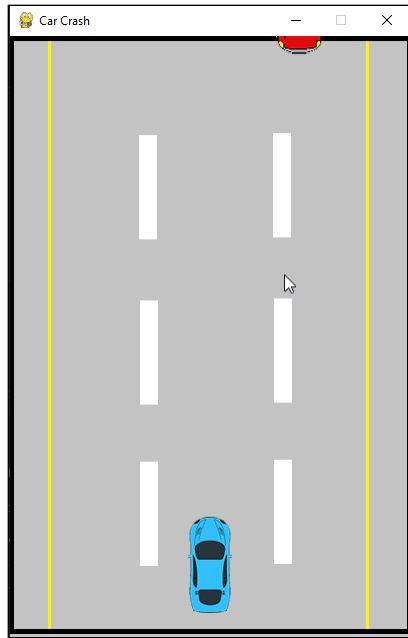
3. Add the enemy sprite to the create_sprites method.

```

45 # ----- CREATE SPRITES -----#
46 def create_sprites(self):
47     # Create a Player and Enemy sprite object
48     self.player_sprite = player.Player()
49     self.enemy_sprite = enemy.Enemy()
50
51     # Create Sprites Groups, add Sprites to Groups
52     # A separate enemies group is created,
53     # to allow for more enemy Sprites later on if needed
54     self.enemies = pygame.sprite.Group()
55     self.enemies.add(self.enemy_sprite)
56
57     # This group includes all Sprites
58     self.all_sprites = pygame.sprite.Group()
59     self.all_sprites.add(self.player_sprite)
60     self.all_sprites.add(self.enemy_sprite)

```

Example run:



This is how the game will look at this stage. The blue player car and the red enemy car are drawn on the screen. The enemy car will appear randomly on the X axis for each program run. Movement will be added later.

Assignment Submission

Zip up the program files folder and submit in Blackboard.