#Manaris and Girgis CRP

#FreeRunner

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#avoid the upcoming enemies by jumping over the enemies

#objects and initial settings

from gamelib import\*

game = Game(1000,600,"Free Runner")

#bk stuff

bk=Image("bkgame.png",game)

bk.resizeTo(game.width,game.height)

game.setBackground(bk)

#platform stuff

platform=Image("platform.png",game)

platform.resizeBy(-75)

platform.x=880

platform.y=365

platform.setSpeed(3,90)

onplatform= False

jumping = False #Used to check to see if you are jumping

landed = False #Used to check to see if you have landed on the "ground" (platform)

factor = 1 #Used for a slowing effect of the jumping

#james stuff

james=Animation("Walksequence\_spritesheet.png.",30,game,1440/6,1480/5)

james.resizeBy(-60)

james.x=100

james.y=525

james.setSpeed(3,270)

jumping = False #Used to check to see if you are jumping

landed = False #Used to check to see if you have landed on the "ground" (platform)

factor = 1 #Used for a slowing effect of the jumping

#street stuff

#street=Image("street.jpg",game)

#street.moveTo(game.width,game.height-50)

#street.resizeBy(-60)

#street.x=100

#street.y=585

#bottle stuff

bottle=Image("gbottle.png",game)

#text boxes thingys

tb1=Image("text box1.png",game)

tb1.resizeBy(-40)

tb1.x=900

tb1.y=150

tb1.setSpeed(3,90)

tb2=Image("text box2.png",game)

tb2.resizeBy(-40)

tb2.x=1250

tb2.y=150

tb2.setSpeed(3,90)

#enemy stuff

enemy1=[]

for index in range (50):

enemy1.append(Animation("Enemy1.png",40,game,1298/5,2070/8))

enemy1[index].resizeBy(-60)

enemy1[index].setSpeed(3,90)

enemy1[index].moveTo(randint(100,500),randint(100,500))

enemy2=Animation("Enemy2.png",12,game,1380/3,1380/4)

enemy2.resizeBy(-100)

enemy2.x=700

enemy2.y=450

enemy2.setSpeed(3,90)

enemy3=Animation("Enemy 3.png",9,game,1380/3,1035/3)

enemy3.resizeBy(-60)

enemy3.x=800

enemy3.y=525

enemy3.setSpeed(3,90)

#bystander stuff

#bystander=Animation("bystander.png",12,game,1380/3,1840/4)

#bystander.resizeBy(-44)

#bystander.x=1000

#bystander.y=525

#bystander.setSpeed(22,90)

#titlescreen stuff

titlescreen=Image("Titlescreen.PNG",game)

titlescreen.resizeTo(game.width,game.height)

#game...lol

while not game.over:

game.processInput()

game.scrollBackground("left",4)

#street.draw()

platform.move()

james.draw()

tb1.move()

tb2.move()

for index in range (50):

enemy1[index].move()

if james.y< 525 and not onplatform:#value of y is based on your object's y position

landed = False#not landed

else:

landed = True

if keys.Pressed[K\_UP] and landed and not jumping:#if you have landed and are not jumping and press the space bar then jump

jumping = True

if jumping:

james.y -=27\*factor#adjust for the drop

#Make the character go up. Factor creates a slowing effect to the jump

factor\*=.95#fall slowly

landed = False

#Since you are jumping you are no longer staying on land

if factor < .18:

jumping = False

#Stop jumping once the slowing effect finishes

factor = 1

if not landed: #is jumping

james.y +=6#adjust for the height of the jump - lower number higher jump

if james.collidedWith(platform,"rectangle")and james.x>platform.left and james.x<platform.right and james.y>platform.top and james.y<platform.y+30:

onplatform = True

#After landing, added if the object moves off the platform from the right or left

if onplatform and james.x>platform.right and not jumping:#character has landed on ramp and moves off to the right and is not jumping (to start tbe jumping test again)

onplatform = False

james.y +=6 #adjust as needed (lower number higher jump)

if platform.isOffScreen("left"):

y = randint(300,400)

platform.moveTo(game.width,y)

platform.speed +=0

platform.visible = True

if keys.Pressed[K\_RIGHT]:

james.x+=3

if keys.Pressed[K\_LEFT]:

james.x-=3

#if james.collidedWith(enemy1) or james.collidedWith(enemy2) or james.collidedWith(enemy3):

#game.over()

game.update(30)