from gamelib import \*

game = Game(800, 600, "Senpai ♥")

bk = Image("school.jpg", game)#background image

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

logo.moveTo(400, 20)

logo2= Image("logo2.png", game)

logo2.moveTo(400, 60)

gameover =Image("gameover\_3.png", game,use\_alpha=False )

gameover.resizeTo(800,600)

senpai= Image("garry.png", game)

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

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

bk.resizeTo(800,600)# set rise to image to specific values

bk.draw()

knife.draw()

monster.setSpeed(2, 45)

senpai.setSpeed(2, 45)

mouse.visible = False

f = Font(black, 25,green, "Brush Script M7")

theme= Sound("theme.ogg", 1)

hit= Sound("hit.ogg", 2)

x = randint(senpai.width, game.width-senpai.width)

y = randint(senpai.height, game.height-senpai.height)

while not game.over:

game.processInput()

#draw images to screen after resizing

bk.draw()

logo.draw()

logo2.draw()

senpai.draw()

monster.move(True)

theme.play()

knife.moveTo(mouse.x, mouse.y)

if monster.collidedWith(knife) and mouse.LeftButton:

x = randint(senpai.width, game.width-senpai.width)

y = randint(senpai.height, game.height-senpai.height)

senpai.moveTo(x,y)

monster.moveTo(x,y)

game.score += 10

monster.speed +=2

if monster.collidedWith(senpai):

game.score -=5

x = randint(senpai.width, game.width-senpai.width)

y = randint(senpai.height, game.height-senpai.height)

senpai.moveTo(x,y)

monster.moveTo(x,y)

hit.play()

if senpai.collidedWith(mouse) and mouse.LeftButton:

game.time -=10

x = randint(senpai.width, game.width-senpai.width)

y = randint(senpai.height, game.height-senpai.height)

senpai.moveTo(x,y)

monster.moveTo(x,y)

hit.play()

if game.time <= 0:

game.over = True

game.displayScore(600,25)#displays score at (x,y) location

game.displayTime(600, 75)#displays game time

game.update(30)#displays game(refresh game)

#Game Over screen

gameover.draw()

game.drawText("Press [ENTER] To Exit", 750, 750)

game.update(30)

game.wait(K\_RETURN)

game.quit() #makes you quit the game