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import pygame
import time
import random

pygame.init()

#####
crash_sound = pygame.mixer.Sound("C:/Users/patri/Music/Metal Crash.wav")
#####
color2=(180, 197, 247)
display_width = 900
display_height = 700
color = (255, 231, 207)
black = (0,0,0)
white = (255,255,255)
red = (200,0,0)
green = (0,200,0)

bright_red = (255,0,0)
bright_green = (0,255,0)

block_color = (0,0,0)

car_width = 73

gameDisplay = pygame.display.set_mode((display_width,display_height))
pygame.display.set_caption('crazy race')
clock = pygame.time.Clock()

carImg = pygame.image.load('C:/Users/patri/OneDrive/Pictures/car #3.xcf')
background_image = pygame.image.load("C:/Users/patri/OneDrive/Pictures/road
2.xcf").convert()
background_image2 =
pygame.image.load("C:/Users/patri/OneDrive/Pictures/IMG-0593.xcf").convert()

pause = False
#crash = True

def things_dodged(count):
    font = pygame.font.SysFont("comicsansms", 25)
    text = font.render("Dodged: "+str(count), True, white)
    gameDisplay.blit(text, (0,0))

def things(thingx, thingy, thingw, thingh, color):
    pygame.draw.rect(gameDisplay, color, [thingx, thingy, thingw, thingh])

def car(x,y):

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    gameDisplay.blit(carImg, (x,y))

def text_objects(text, font):
    textSurface = font.render(text, True, white)
    return textSurface, textSurface.get_rect()

def crash():
    #####
    pygame.mixer.Sound.play(crash_sound)
    pygame.mixer.music.stop()
    #####
    largeText = pygame.font.SysFont("comicsansms",115)
    TextSurf, TextRect = text_objects("You Crashed", largeText)
    TextRect.center = ((display_width/2), (display_height/2))
    gameDisplay.blit(TextSurf, TextRect)

    while True:
        for event in pygame.event.get():
            if event.type == pygame.QUIT:
                pygame.quit()
                quit()

        button("Play Again",150,450,100,50,green,bright_green,game_loop)
        button("Quit",550,450,100,50,red,bright_red,quitgame)

        pygame.display.update()
        clock.tick(15)

def button(msg,x,y,w,h,ic,ac,action=None):
    mouse = pygame.mouse.get_pos()
    click = pygame.mouse.get_pressed()

    if x+w > mouse[0] > x and y+h > mouse[1] > y:
        pygame.draw.rect(gameDisplay, ac, (x,y,w,h))
        if click[0] == 1 and action != None:
            action()
    else:
        pygame.draw.rect(gameDisplay, ic, (x,y,w,h))
        smallText = pygame.font.SysFont("comicsansms",20)
        textSurf, textRect = text_objects(msg, smallText)
        textRect.center = ( (x+(w/2)), (y+(h/2)) )
        gameDisplay.blit(textSurf, textRect)

def quitgame():

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pygame.quit()
quit()

def unpause():
    global pause
    pygame.mixer.music.unpause()
    pause = False

def paused():
    #####
    pygame.mixer.music.pause()
    #####
    largeText = pygame.font.SysFont("comicsansms",115)
    TextSurf, TextRect = text_objects("Paused", largeText)
    TextRect.center = ((display_width/2),(display_height/2))
    gameDisplay.blit(TextSurf, TextRect)

    while pause:
        for event in pygame.event.get():
            if event.type == pygame.QUIT:
                pygame.quit()
                quit()

        button("Continue",150,450,100,50,green,bright_green,unpause)
        button("Quit",550,450,100,50,red,bright_red,quitgame)

        pygame.display.update()
        clock.tick(15)

def game_intro():

    intro = True

    while intro:
        for event in pygame.event.get():
            #print(event)
            if event.type == pygame.QUIT:
                pygame.quit()
                quit()

        gameDisplay.blit(background_image2, [0, 0])
        largeText = pygame.font.SysFont("comicsansms",115)
        TextSurf, TextRect = text_objects("crazy race", largeText)
        TextRect.center = ((display_width/2),(display_height/2))
        gameDisplay.blit(TextSurf, TextRect)

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    button("GO!", 150, 450, 100, 50, green, bright_green, game_loop)
    button("Quit", 550, 450, 100, 50, red, bright_red, quitgame)
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    pygame.display.update()
    clock.tick(15)
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def game_loop():
    global pause
    #####
    pygame.mixer.music.load('C:/Users/patri/Music/Anthem - The Grand
Affair.wav')
    pygame.mixer.music.play(-1)
    #####
    x = (display_width * 0.45)
    y = (display_height * 0.8)

    x_change = 0

    thing_startx = random.randrange(0, display_width)
    thing_starty = -600
    thing_speed = 4
    thing_width = 100
    thing_height = 100

    thingCount = 1

    dodged = 0

    gameExit = False

    while not gameExit:

        for event in pygame.event.get():
            if event.type == pygame.QUIT:
                pygame.quit()
                quit()

            if event.type == pygame.KEYDOWN:
                if event.key == pygame.K_LEFT:
                    x_change = -10
                if event.key == pygame.K_RIGHT:
                    x_change = 10
                if event.key == pygame.K_p:
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        pause = True
        paused()

    if event.type == pygame.KEYUP:
        if event.key == pygame.K_LEFT or event.key == pygame.K_RIGHT:
            x_change = 0

    x += x_change

    gameDisplay.blit(background_image, [0, 0])
    things(thing_startx, thing_starty, thing_width, thing_height,
block_color)

    thing_starty += thing_speed
    car(x,y)
    things_dodged(dodged)

    if x > display_width - car_width or x < 0:
        crash()

    if thing_starty > display_height:
        thing_starty = 0 - thing_height
        thing_startx = random.randrange(0,display_width)
        dodged += 1
        thing_speed += 1
        thing_width += (dodged * 1.2)

    if y < thing_starty+thing_height:
        print('y crossover')

        if x > thing_startx and x < thing_startx + thing_width or
x+car_width > thing_startx and x + car_width < thing_startx+thing_width:
            print('x crossover')
            crash()

    pygame.display.update()
    clock.tick(60)

game_intro()
game_loop()
pygame.quit()
quit()

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