def draw\_text(surface, text, size, x,y):  
 font = pygame.font.SysFont("serif",size)  
 text\_surface = font.render(text,True,(255,255,255))  
 text\_rect = text\_surface.get\_rect()  
 text\_rect.midtop = (x,y)  
 surface.blit(text\_surface, text\_rect)  
class Autito(pygame.sprite.Sprite):  
 def \_\_init\_\_(self):  
 super().\_\_init\_\_()  
 self.image = pygame.image.load("assetinexistente").convert()  
 self.image.set\_colorkey(BLACK)  
 self.rect = self.image.get\_rect()  
 self.rect.centerx = WIDTH // 2  
 self.rect.bottom = HEIGHT - 10  
 self.speed\_x = 0  
 self.player\_health: 100 # porcentaje 100%  
 self.damage\_on\_hit\_wall: 10 # en porcentaje  
 self.damage\_on\_hit\_obstacle: 3  
 def update(self):  
 self.speed\_x = 0  
 keystate = pygame.key.get\_pressed()  
 if keystate[pygame.K\_LEFT]:  
 self.speed\_x = -5  
 if keystate[pygame.K\_RIGHT]:  
 self.speed\_x = +5  
 self.rect.x += self.speed\_x  
 if self.rect.right > WIDTH:  
 self.rect.right = WIDTH  
 if self.rect.left < 0:  
 self.rect.left = 0