Main()

Import pygame

Initialize it

Create a screen 640x480 pixel

Set caption to "Trampoline Jump"

Make a background surface the same size as the screen

Fill background with blue color (173, 216, 230)

Lucas = lucas.png

Convert it using alpha and change size

Lucas\_x = 300

Lucas\_y = 100

trampoline = trampoline.png

Convert it using alpha and change size

Set up a clock

keepGoing = True

movingUp = false

while keepGoing is true

clock ticks at 30 fps

for event in pygame event

if event is quit

keepGoing = false

draw the background at 0,0

draw lucas at lucas\_x, lucas\_y

draw trampoline at the bottom of the screen

refresh display

If movingUp is true

decrease lucas\_y by 5 (y value is opposite)

if lucas\_y is less than 0

movingUp is false

else

increase lucas\_y by 5

if lucas\_y is greater than the top of the trampoline

movingUp = true

main()