import pygame, random, sys, os, time

from pygame.locals import \*

WINDOW\_WIDTH = 800

WINDOW\_HEIGHT = 600

TEXT\_COLOR = (255, 255, 255)

ASPHALT = (0, 0, 0)

FPS = 40

SPRITEMINSIZE = 10

SPRITEMAXSIZE = 40

SPRITEMINSPEED = 8

SPRITEMAXSPEED = 8

ADDNEWSPRITERATE = 6

PLAYERMOVERATE = 5

count = 3

highest\_score=0

def shutdown():

pygame.quit()

sys.exit()

def initiation():

while True:

for event in pygame.event.get():

if event.type == QUIT:

shutdown()

if event.type == KEYDOWN:

if event.key == K\_ESCAPE: # quit out of the game

shutdown()

return

def collosionReaction(rectanglePlayer, sprites):

for b in sprites:

if rectanglePlayer.colliderect(b['rect']):

return True

return False

def textOverlay(text, font, surface, x, y):

objectText = font.render(text, 1, TEXT\_COLOR)

rectangleText = objectText.get\_rect()

rectangleText.topleft = (x, y)

surface.blit(objectText, rectangleText)

pygame.init()

mainClock = pygame.time.Clock()

surfaceWindow = pygame.display.set\_mode((WINDOW\_WIDTH, WINDOW\_HEIGHT))

pygame.display.set\_caption('Reckless')

pygame.mouse.set\_visible(False)

header =pygame.image.load('header.png')

playerImage = pygame.image.load('car1.png')

car3 = pygame.image.load('car3.png')

car4 = pygame.image.load('car4.png')

rectanglePlayer = playerImage.get\_rect()

spritePic = pygame.image.load('car2.png')

sample = [car3, car4, spritePic]

leftWall = pygame.image.load('left.png')

rightWall = pygame.image.load('right.png')

font = pygame.font.SysFont(None, 42)

textOverlay('PRESS ANY KEY TO BE RECKLESS!', font, surfaceWindow, (WINDOW\_WIDTH / 3) - 137, (WINDOW\_HEIGHT / 3)+80)

pygame.display.update()

initiation()

zero = 0

while (count > 0):

sprites = []

score = 0

rectanglePlayer.topleft = (WINDOW\_WIDTH / 2, WINDOW\_HEIGHT - 50)

moveLeft = moveRight = moveUp = moveDown = False

rCheat = sCheat = False

spriteCount = 0

while True:

score += 1

for event in pygame.event.get():

if event.type == QUIT:

shutdown()

if event.type == KEYDOWN:

if event.key == ord('z'):

rCheat = True

if event.key == ord('x'):

sCheat = True

if event.key == K\_LEFT or event.key == ord('a'):

moveRight = False

moveLeft = True

if event.key == K\_RIGHT or event.key == ord('d'):

moveLeft = False

moveRight = True

if event.key == K\_UP or event.key == ord('w'):

moveDown = False

moveUp = True

if event.key == K\_DOWN or event.key == ord('s'):

moveUp = False

moveDown = True

if event.type == KEYUP:

if event.key == ord('z'):

rCheat = False

score = 0

if event.key == ord('x'):

sCheat = False

score = 0

if event.key == K\_ESCAPE:

terminate()

if event.key == K\_LEFT or event.key == ord('a'):

moveLeft = False

if event.key == K\_RIGHT or event.key == ord('d'):

moveRight = False

if event.key == K\_UP or event.key == ord('w'):

moveUp = False

if event.key == K\_DOWN or event.key == ord('s'):

moveDown = False

if not rCheat and not sCheat:

spriteCount += 1

if spriteCount == ADDNEWSPRITERATE:

spriteCount = 0

spriteSize = 30

newBaddie = {'rect': pygame.Rect(random.randint(140, 485), 0 - spriteSize, 23, 47),

'speed': random.randint(SPRITEMINSPEED, SPRITEMAXSPEED),

'surface': pygame.transform.scale(random.choice(sample), (23, 47)),

}

sprites.append(newBaddie)

sideLeft = {'rect': pygame.Rect(0, 0, 126, 600),

'speed': random.randint(SPRITEMINSPEED, SPRITEMAXSPEED),

'surface': pygame.transform.scale(leftWall, (126, 599)),

}

sprites.append(sideLeft)

sideRight = {'rect': pygame.Rect(497, 0, 303, 600),

'speed': random.randint(SPRITEMINSPEED, SPRITEMAXSPEED),

'surface': pygame.transform.scale(rightWall, (303, 599)),

}

sprites.append(sideRight)

if moveLeft and rectanglePlayer.left > 0:

rectanglePlayer.move\_ip(-1 \* PLAYERMOVERATE, 0)

if moveRight and rectanglePlayer.right < WINDOW\_WIDTH:

rectanglePlayer.move\_ip(PLAYERMOVERATE, 0)

if moveUp and rectanglePlayer.top > 0:

rectanglePlayer.move\_ip(0, -1 \* PLAYERMOVERATE)

if moveDown and rectanglePlayer.bottom < WINDOW\_HEIGHT:

rectanglePlayer.move\_ip(0, PLAYERMOVERATE)

for b in sprites:

if not rCheat and not sCheat:

b['rect'].move\_ip(0, b['speed'])

elif rCheat:

b['rect'].move\_ip(0, -5)

elif sCheat:

b['rect'].move\_ip(0, 1)

for b in sprites[:]:

if b['rect'].top > WINDOW\_HEIGHT:

sprites.remove(b)

font = pygame.font.SysFont(None, 38)

surfaceWindow.fill(ASPHALT)

surfaceWindow.blit(header,(0,0))

textOverlay('Score: %s' % (score), font, surfaceWindow, 128, 1)

textOverlay('Top Score: %s' % (highest\_score), font, surfaceWindow, 128, 21)

textOverlay('Rest Life: %s' % (count), font, surfaceWindow, 128, 41)

surfaceWindow.blit(playerImage, rectanglePlayer)

for b in sprites:

surfaceWindow.blit(b['surface'], b['rect'])

pygame.display.update()

if collosionReaction(rectanglePlayer, sprites):

if score > highest\_score:

highest\_score = score

break

mainClock.tick(FPS)

count = count - 1

time.sleep(1)

font = pygame.font.SysFont(None, 52)

if (count == 0):

textOverlay('YOU HAVE CRASHED', font, surfaceWindow, (WINDOW\_WIDTH / 3)- 30, (WINDOW\_HEIGHT / 3)+70)

textOverlay('PRESS ANY KEY TO RESTART', font, surfaceWindow, (WINDOW\_WIDTH /3) - 80, (WINDOW\_HEIGHT / 3) + 125)

pygame.display.update()

time.sleep(2)

initiation()

count = 3