from gamelib import \*

game = Game(800,600,"Endless Road") # game name and screen size

#graphics variables

#Background

bk = Animation("roadsprite1.jpg", 26, game, 2495/5, 1689/6) #animation

bk.resizeTo(800,610) #make the background fit the game screen

game.setBackground(bk) #set the background

#Car

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

car.resizeBy(-20)

car.moveTo(400,550) #move the car to (600,600)

#Cow

cow = Animation("cow\_front.png", 4, game, 512/4, 128, use\_alpha=False) #cow is an animatio

cow.moveTo(300,450) #move the cow

cow.setSpeed(6,180) #set the speed and angle so the cow can move

#Cow1

cow1 = Animation("cow\_front1.png", 4, game, 512/4, 128, use\_alpha=False)

cow1.moveTo(250, 150)

#Ending 1

congratulation = Image("congratulations.png", game) #part of the ending screen when game is completed

congratulation.moveTo(300,100)

#Exploding

explosion = Animation("explosion.png",48,game,2048/8, 1536/6) #when car collided with an object

explosion.resizeBy(-70)

explosion.visible = False

#Fuel

fuel = []

for index in range(50):

fuel.append( Image("fuel.png",game)) #add fuels into the list

for index in range(50):

x = randint(100,750)

y = randint(100,4000)

s = randint(5,10)

fuel[index].moveTo(x,-y) #random x and y values, the fuels will occur at different location

fuel[index].setSpeed(s, 180) #Set a random speed for the fuels

fuel[index].resizeBy(-90) #make the size of fuels smaller

#Fuel1

fuel1 = Image("fuel1.png",game)

fuel1.resizeBy(-90)

fuel1.moveTo(250, 50)

#gameover screen

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

#Home

home = Image("destination.png",game) #part of the ending screen where player completed the game

home.resizeBy(-10)

home.moveTo(400,325)

#Logo

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

#logo.resizeBy(10) #enlarged logo

logo.moveTo(400,200) #moved the logo to a place

#pothole

pothole = []

for index in range(50):

pothole.append( Image("pot\_hole.png",game))

for index in range(20):

x = randint(100,700)

y = randint(100,4000)

s = randint(5,10)

pothole[index].moveTo(x,-y) #random locations

pothole[index].setSpeed(s, 180) #random speed

pothole[index].resizeBy(-40) #potholes are smaller

#Pothole 1

pothole1 = Image("pot\_hole1.png",game)

pothole1.resizeBy(-60)

pothole1.moveTo(250, 250)

#stop sign

stopsign = []

for index in range(50):

stopsign.append( Image("stopsign.png",game))

for index in range(20):

x = randint(100,750)

y = randint(100,4000)

s = randint(9,12)

stopsign[index].moveTo(x,-y) #random locations

stopsign[index].setSpeed(s, 180) #random speed

stopsign[index].resizeBy(-40) #stop sign are smaller

#stop sign 1

stopsign1 = Image("stopsign1.png", game)

stopsign1.resizeBy(-60)

stopsign1.moveTo(250, 350)

#Story

story = Image("story.png", game) #Import story

#Sound Files

collectfuel = Sound ("collectfuel.wav",1)

collide = Sound("collide.wav",2)

over = Sound("over1.wav",3)

win = Sound("win.wav",4)

game.setMusic("Triumph.mp3")

game.playMusic()

#title screen

while not game.over:

game.processInput() # Process the inputs

#draw graphics

bk.draw()

logo.draw()

#Texts

game.drawText("Press [Space] to Start",325,550)

game.drawText("Press and Hold [i] to look at story",275,400)

game.drawText("Press and Hold [H] for more information",275,450)

game.drawText("Please Use the Arrow Keys on the Keyboard to Control the Car",200,500)

#play the game

if keys.Pressed[K\_SPACE]: #start the game

game.over = True

#Story

if keys.Pressed[K\_i]:

game.clearBackground(black)

story.draw()

game.drawText("Release [i] to Return",350,500)

#How to play

if keys.Pressed[K\_h]:

game.clearBackground(black)

fuel1.draw()

game.drawText(" = Fuel(Collect This!!)", 300,50)

cow1.draw()

game.drawText(" = Cow(AVOID THIS!!)", 300,150)

stopsign1.draw()

game.drawText(" = STOP sign(AVOID THIS!!)", 300,350)

pothole1.draw()

game.drawText(" = Pothole(AVOID THIS!!)", 300,250)

game.drawText("Release [H] to Return",300,500)

game.update(30)

game.over = False

#Level 1

fuelcount = 0

while not game.over:

game.processInput() # Process the inputs

game.clearBackground()

bk.draw()

game.drawText("Level 1",10,10)

#Car settings

car.draw()

if keys.Pressed[K\_LEFT]:

car.x -= 20

if keys.Pressed[K\_RIGHT]:

car.x += 20

if keys.Pressed[K\_UP]:

car.resizeBy(-10)

if keys.Pressed[K\_DOWN]:

car.resizeBy(10)

explosion.draw(False)

# Potholes setup

for index in range(20):

pothole[index].move()

#make the pothole invisible until it reach after 470 (y-value)

if pothole[index].y < 470:

pothole[index].visible = False

else:

pothole[index].visible = True

#if car hit potholes...

if pothole[index].collidedWith(car):

car.health -= 1

collide.play()

explosion.moveTo(pothole[index].x,pothole[index].y)

explosion.visible = True

if car.health <1: #game ends when car's health is 0

game.over = True

over.play()

#Fuel setup

for index in range(50):

fuel[index].move()

#if car collect the fuels...

if fuel[index].collidedWith(car):

car.health += 5

fuelcount += 1

collectfuel.play()

fuel[index].visible = False

#Player move to next level

if fuelcount >= 15 :

game.over = True

#Texts

game.drawText("Collect 15 fuels to proceed.",10,25)

game.drawText("Car Health: " + str(car.health), 10, 40)

game.drawText("Fuels Collected: " + str(fuelcount),10,55)

game.update(60)

game.over = False

#Level 2

fuelcount = 0

while not game.over:

game.processInput() # Process the inputs

game.clearBackground()

bk.draw()

game.drawText("Level 2",10,10)

cow.move(False)

if cow.isOffScreen("bottom"):

x = randint(100,750)

cow.moveTo(x,470)

if cow.collidedWith(car):

car.health -= 1

explosion.moveTo(cow.x,cow.y)

explosion.visible = True

#car setup

car.draw()

if keys.Pressed[K\_LEFT]:

car.x -= 20

if keys.Pressed[K\_RIGHT]:

car.x += 20

if keys.Pressed[K\_UP]:

car.resizeBy(-10)

if keys.Pressed[K\_DOWN]:

car.resizeBy(10)

explosion.draw(False)

#pothole setup

for index in range(30):

pothole[index].move()

if pothole[index].y < 440:

pothole[index].visible = False

else:

pothole[index].visible = True

if pothole[index].collidedWith(car):

car.health -= 5

collide.play()

explosion.moveTo(pothole[index].x,pothole[index].y)

explosion.visible = True

if car.health <1:

game.over = True

over.play()

#sign setup

for index in range(10):

stopsign[index].move()

if stopsign[index].y < 450:

stopsign[index].visible = False

else:

stopsign[index].visible = True

if stopsign[index].collidedWith(car):

car.health -= 5

collide.play()

explosion.moveTo(stopsign[index].x,stopsign[index].y)

explosion.visible = True

if car.health <1:

game.over = True

over.play()

#fuel setup

for index in range(50):

fuel[index].move()

if fuel[index].collidedWith(car):

car.health += 5

fuelcount += 1

collectfuel.play()

fuel[index].visible = False

#Texts

game.drawText("Car Health: " + str(car.health), 10, 25)

game.drawText("Fuels Collected: " + str(fuelcount),10,40)

game.drawText("Collect 10 fuels to get to your destination",10,55)

#game completedd screen

if fuelcount >= 10:

game.clearBackground(black)

bk.draw()

bk.stop()

home.draw()

win.play()

congratulation.draw()

game.drawText("Press [SPACE] to Quit",10,10)

if keys.Pressed[K\_SPACE]:

game.over = True

game.update(60)

game.over = False

#over Screen

game.clearBackground(black)

gameover.draw()

game.drawText("Press [SPACE] to Quit",400,500)

game.update(300)

game.wait(K\_SPACE)

game.over = False

game.quit()