Monopoly

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Er is een monopolybord met 2 dobbelstenen die een waarde tussen 1 en 6 geven. Die waarde gaat de speler vooruit. Als je ergens komt dat je kan kopen dan komt de prijs tevoorschijn en krijg je 2 opties kopen of niet kopen, als dit al door iemand anders gekocht is dan moet je betalen. We gebruiken ook enkele kans en algemeen fonds kaarten. Bij kans kan je geld krijgen of verliezen en bij algemeen fonds ga je plaatsen vooruit of achteruit. We hebben een intro menu waar je kan kiezen met hoeveel mensen je wil spelen. Als een speler naar de gevangenis moet (3x dubbel of naar de gevangenis vakje) dan komt dit tevoorschijn op het scherm en verandert de spelerspositie op het vakje in de gevangenis. Je kan de gevangenis ontsnappen door dubbel te gooien of 3 beurten te wachten en dan moet je 200 betalen. Als een speler op vrij parkeren komt dan wint deze de pot (deze wordt opgevuld door vakjes zoals taxen betalen). Als een speler voorbij start komt krijg die 200.

class Button():

    def \_\_init\_\_(self, image, pos, text\_input, font, base\_color, hovering\_color):

        self.image = image

        self.x\_pos = pos[0]

        self.y\_pos = pos[1]

        self.font = font

        self.base\_color, self.hovering\_color = base\_color, hovering\_color

        self.text\_input = text\_input

        self.text = self.font.render(self.text\_input, True, self.base\_color)

        if self.image is None:

            self.image = self.text

        self.rect = self.image.get\_rect(center=(self.x\_pos, self.y\_pos))

        self.text\_rect = self.text.get\_rect(center=(self.x\_pos, self.y\_pos))

    def update(self, screen):

        if self.image is not None:

            screen.blit(self.image, self.rect)

        screen.blit(self.text, self.text\_rect)

    def checkForInput(self, position):

        if position[0] in range(self.rect.left, self.rect.right) and position[1] in range(self.rect.top, self.rect.bottom):

            return True

        return False

    def changeColor(self, position):

        if position[0] in range(self.rect.left, self.rect.right) and position[1] in range(self.rect.top, self.rect.bottom):

            self.text = self.font.render(self.text\_input, True, self.hovering\_color)

        else:

            self.text = self.font.render(self.text\_input, True, self.base\_color)

from string import capwords

class player():

    def \_\_init\_\_(self, image, x\_pos, y\_pos, money, cards, name):

        self.image = image

        self.money = money

        self.cards = cards

        self.x\_pos = x\_pos

        self.y\_pos = y\_pos

        self.name = name

        self.rect = self.image.get\_rect(center=(self.x\_pos, self.y\_pos))

    def update(self, screen):

        screen.blit(self.image,(self.x\_pos, self.y\_pos))

from ast import Constant, Or

from cgitb import grey

from email.mime import image

from glob import glob

from hashlib import blake2b

from os import remove

from pickle import TRUE

from re import T

from sre\_parse import WHITESPACE

from string import whitespace

from telnetlib import STATUS

from time import monotonic

from tokenize import Whitespace

from tracemalloc import start

from turtle import clear, width

from xmlrpc.client import TRANSPORT\_ERROR

from button import Button

import pygame, sys

from pygame.locals import \*

import random

from player import player

#Set up pygame

pygame.init()

screen = (1400, 800)

windowSurface = pygame.display.set\_mode(screen)

pygame.display.set\_caption("Monopoly")

width = windowSurface.get\_width()

height = windowSurface.get\_height()

#Set up the colors

BLACK = (0,0,0)

RED = (253, 53, 0)

GREEN = (115, 254, 66)

BLUE = (8, 173, 250)

WHITE = (255,255,255)

ORANGE = (255, 173, 1)

#init global variables

pot = 0

dubbel = 0

i = 0

z = 0

int1 = 0

int2 = 0

speler1positie = 0

speler2positie = 0

indegevangenis1 = 0

indegevangenis2 = 0

tijdingevangenis = 0

vakjes = [0] \* 40

#players

hat = pygame.image.load('./hoed.png').convert()

hat = pygame.transform.scale(hat,(25,25))

player1 = player(hat,750,750,1500,0,"player1")

dog = pygame.image.load('./dog.png').convert()

dog = pygame.transform.scale(dog,(25,25))

player2 = player(dog,750,750,1500,0,"player2")

#Set up fonts

basicFont = pygame.font.SysFont(None, 48)

Largefont = pygame.font.SysFont(None, 80)

smallfont = pygame.font.SysFont(None, 28)

#background pictures

moneybag = pygame.image.load('./moneysign.jpg').convert()

moneybag = pygame.transform.scale(moneybag, (300,300))

Monopolymen = pygame.image.load('./monopoly\_men.png').convert()

#Monopolymen = pygame.image.load('./Monopoly-Man-1.png').convert()

Monopolymen = pygame.transform.scale(Monopolymen, (300,300))

monopolylogo = pygame.image.load('./monopolylogo.jpg').convert()

monopolylogo = pygame.transform.scale(monopolylogo, (700,150))

button=pygame.image.load("button.png").convert()

button = pygame.transform.scale(button, (200,50))

bord = pygame.image.load('./n6IaB.jpg').convert()

bord = pygame.transform.rotate(bord, 90)

construction = pygame.image.load('./UnderConstruct.jpg').convert()

#texten

text = basicFont.render('Play', True, RED)

plus25 = smallfont.render("Je wint met bingo: plus 25",True, BLACK)

plus50 = smallfont.render("Je vind een portefeuille: plus 50",TRUE, BLACK)

plus100 = smallfont.render("Je ontmoet Bill Gates: plus 100",TRUE,BLACK)

plus150 = smallfont.render("Je wint de lotto: plus 150",True,BLACK)

min25 = smallfont.render("Je verliest met poker: min 25",True, BLACK)

min50 = smallfont.render("Je verliest je portefeuille: min 50",TRUE, BLACK)

min100 = smallfont.render("Betrapt op geld witwassen boete: min 100",TRUE,BLACK)

min150 = smallfont.render("Je word overvallen: min 150",True,BLACK)

pos5 = smallfont.render("Je rijd electrisch: 5 plaatsen vooruit",True, BLACK)

pos10 = smallfont.render("Je krijgt een lift: 10 plaatsen vooruit",True, BLACK)

pos2 = smallfont.render("Je kan carpoolen: 2 plaatsen vooruit",True, BLACK)

pos12 = smallfont.render("Je vliegt privé: 12 plaatsen vooruit",True, BLACK)

posmin5 = smallfont.render("opslag benzine prijzen: 5 plaatsen terug",True, BLACK)

posmin10 = smallfont.render("vliegtuig problemen: 10 plaatsen terug",True, BLACK)

posmin2 = smallfont.render("lekke band: 2 plaatsen terug",True, BLACK)

posmin12 = smallfont.render("auto ongeluk: 12 plaatsen terug",True, BLACK)

gevangengen = smallfont.render("je zit in de gevangenis",True,BLACK)

naargevangen = smallfont.render("naar de gevangenis",True,BLACK)

opvrijparkeren = smallfont.render("Je krijgt de pot",True,BLACK)

Monopoly = Largefont.render('Monopoly',True, BLUE)

player1wint = Largefont.render('Player 1 wint', True, WHITE)

player2wint = Largefont.render('Player 2 wint', True, WHITE)

beurt1 = smallfont.render("speler 1 aan de beurt", True,WHITE)

beurt2 = smallfont.render("speler 2 is aan de beurt", True, WHITE)

tax = smallfont.render('Belastingaangifte: -200',TRUE,BLACK)

supertax = smallfont.render('bedrijfstaxen: -100',TRUE,BLACK)

eigenaar = smallfont.render('Jij bent de eigenaar', TRUE,BLACK)

opbezoek = smallfont.render('Op bezoek',TRUE,BLACK)

opstart = smallfont.render('Start!',True,BLACK)

p1get10 = smallfont.render('player 1 kijgt 10 van player 2',TRUE,BLACK)

p1get20 = smallfont.render('player 1 kijgt 20 van player 2',TRUE,BLACK)

p1get30 = smallfont.render('player 1 kijgt 30 van player 2',TRUE,BLACK)

p1get40 = smallfont.render('player 1 kijgt 40 van player 2',TRUE,BLACK)

p1get50 = smallfont.render('player 1 kijgt 50 van player 2',TRUE,BLACK)

p1get60 = smallfont.render('player 1 kijgt 60 van player 2',TRUE,BLACK)

p1get70 = smallfont.render('player 1 kijgt 70 van player 2',TRUE,BLACK)

p1get80 = smallfont.render('player 1 kijgt 80 van player 2',TRUE,BLACK)

p1get90 = smallfont.render('player 1 kijgt 90 van player 2',TRUE,BLACK)

p1get100 = smallfont.render('player 1 kijgt 100 van player 2',TRUE,BLACK)

p1get110 = smallfont.render('player 1 kijgt 110 van player 2',TRUE,BLACK)

p1get120 = smallfont.render('player 1 kijgt 120 van player 2',TRUE,BLACK)

p1get130 = smallfont.render('player 1 kijgt 130 van player 2',TRUE,BLACK)

p1get150 = smallfont.render('player 1 kijgt 150 van player 2',TRUE,BLACK)

p1get175 = smallfont.render('player 1 kijgt 175 van player 2',TRUE,BLACK)

p1get200 = smallfont.render('player 1 kijgt 200 van player 2',TRUE,BLACK)

p2get10 = smallfont.render('player 2 kijgt 10 van player 1',TRUE,BLACK)

p2get20 = smallfont.render('player 2 kijgt 20 van player 1',TRUE,BLACK)

p2get30 = smallfont.render('player 2 kijgt 30 van player 1',TRUE,BLACK)

p2get40 = smallfont.render('player 2 kijgt 40 van player 1',TRUE,BLACK)

p2get50 = smallfont.render('player 2 kijgt 50 van player 1',TRUE,BLACK)

p2get60 = smallfont.render('player 2 kijgt 60 van player 1',TRUE,BLACK)

p2get70 = smallfont.render('player 2 kijgt 70 van player 1',TRUE,BLACK)

p2get80 = smallfont.render('player 2 kijgt 80 van player 1',TRUE,BLACK)

p2get90 = smallfont.render('player 2 kijgt 90 van player 1',TRUE,BLACK)

p2get100 = smallfont.render('player 2 kijgt 100 van player 1',TRUE,BLACK)

p2get110 = smallfont.render('player 2 kijgt 110 van player 1',TRUE,BLACK)

p2get120 = smallfont.render('player 2 kijgt 120 van player 1',TRUE,BLACK)

p2get130 = smallfont.render('player 2 kijgt 130 van player 1',TRUE,BLACK)

p2get150 = smallfont.render('player 2 kijgt 150 van player 1',TRUE,BLACK)

p2get175 = smallfont.render('player 2 kijgt 175 van player 1',TRUE,BLACK)

p2get200 = smallfont.render('player 2 kijgt 200 van player 1',TRUE,BLACK)

kost60 = smallfont.render('dit kan je kopen voor 60',TRUE,BLACK)

kost100 = smallfont.render('dit kan je kopen voor 100',TRUE,BLACK)

kost120 = smallfont.render('dit kan je kopen voor 120',TRUE,BLACK)

kost140 = smallfont.render('dit kan je kopen voor 140',TRUE,BLACK)

kost150 = smallfont.render('dit kan je kopen voor 150',TRUE,BLACK)

kost160 = smallfont.render('dit kan je kopen voor 160',TRUE,BLACK)

kost180 = smallfont.render('dit kan je kopen voor 180',TRUE,BLACK)

kost200 = smallfont.render('dit kan je kopen voor 200',TRUE,BLACK)

kost220 = smallfont.render('dit kan je kopen voor 220',TRUE,BLACK)

kost240 = smallfont.render('dit kan je kopen voor 240',TRUE,BLACK)

kost260 = smallfont.render('dit kan je kopen voor 260',TRUE,BLACK)

kost280 = smallfont.render('dit kan je kopen voor 280',TRUE,BLACK)

kost300 = smallfont.render('dit kan je kopen voor 300',TRUE,BLACK)

kost320 = smallfont.render('dit kan je kopen voor 320',TRUE,BLACK)

kost350 = smallfont.render('dit kan je kopen voor 350',TRUE,BLACK)

kost400 = smallfont.render('dit kan je kopen voor 400',TRUE,BLACK)

#dobbelstenen

dobbelsteen1 = pygame.image.load("./dobbelstenen/dobbelsteen1.PNG").convert()

dobbelsteen1 = pygame.transform.scale(dobbelsteen1, (100,100))

dobbelsteen2 = pygame.image.load("./dobbelstenen/dobbelsteen2.PNG").convert()

dobbelsteen2 = pygame.transform.scale(dobbelsteen2, (100,100))

dobbelsteen3 = pygame.image.load("./dobbelstenen/dobbelsteen3.PNG").convert()

dobbelsteen3 = pygame.transform.scale(dobbelsteen3, (100,100))

dobbelsteen4 = pygame.image.load("./dobbelstenen/dobbelsteen4.PNG").convert()

dobbelsteen4 = pygame.transform.scale(dobbelsteen4, (100,100))

dobbelsteen5 = pygame.image.load("./dobbelstenen/dobbelsteen5.PNG").convert()

dobbelsteen5 = pygame.transform.scale(dobbelsteen5, (100,100))

dobbelsteen6 = pygame.image.load("./dobbelstenen/dobbelsteen6.PNG").convert()

dobbelsteen6 = pygame.transform.scale(dobbelsteen6, (100,100))

def get\_font(size): # Returns Press-Start-2P in the desired size

return pygame.font.Font("./font.ttf", size)

def indegevangenis(speler):

global tijdingevangenis

global player1

global player2

global indegevangenis1

global indegevangenis2

global dubbel

if speler == 1:

if tijdingevangenis < 3:

if dubbel == 1:

indegevangenis1 = 0

else:

tijdingevangenis += 1

else:

player1.money -= 200

indegevangenis1 = 0

else:

if tijdingevangenis < 3:

if dubbel == 1:

indegevangenis2 = 0

else:

tijdingevangenis += 1

else:

player2.money -= 200

indegevangenis2 = 0

windowSurface.blit(gevangengen,(width/2+250,320))

pygame.display.update()

def naardegevangenis(speler): #je print naardegevangeis af op width/2+250, 320

#indegevangenis

global speler1positie

global speler2positie

global player1, player2

global indegevangenis1

global indegevangenis2

if speler == 1:

speler1positie = 10

player1.x\_pos = 50

player1.y\_pos = 750

indegevangenis1 = 1

elif speler == 2:

speler2positie = 10

player2.x\_pos = 50

player2.y\_pos = 750

indegevangenis2 = 1

windowSurface.fill(WHITE)

pygame.display.update()

windowSurface.blit(bord,(0,0))

player1.update(windowSurface)

player2.update(windowSurface)

windowSurface.blit(naargevangen,(width/2+250,320))

pygame.display.update()

pygame.display.flip()

print("in de gevangenis")

def algemeenfonds(type): #wordt afgepritn op width/2+250, 300

global speler1positie

global speler2positie

#algemeenfonds

# we zouden nog een text moeten tonen van bv. speler 1 is zoveel posities opgeschoven

list1 = [0,1,2,3,4]

list2 = [5,6,7,8,9]

list3 = [10,11,12,13,14]

list4 = [15,16,17,18,19]

list5 = [20,21,22,23,24]

list6 = [25,26,27,28,29]

list7 = [30,31,32,33,34]

list8 = [35,36,37,38,39]

kansint = random.randint(0,39)

for x in list1:

if kansint == x:

if type == 1:

speler1positie += 5

if type == 2:

speler2positie += 5

for x in list2:

if kansint == x:

if type == 1:

speler1positie += 10

if type == 2:

speler2positie += 10

for x in list3:

if kansint == x:

if type == 1:

speler1positie += 2

if type == 2:

speler2positie += 2

for x in list4:

if kansint == x:

if type == 1:

speler1positie +=12

if type == 2:

speler2positie += 12

for x in list5:

if kansint == x:

if type == 1:

speler1positie -= 5

if type == 2:

speler2positie -= 5

for x in list6:

if kansint == x:

if type == 1:

speler1positie -= 10

if type == 2:

speler2positie -= 10

for x in list7:

if kansint == x:

if type == 1:

speler1positie -= 2

if type == 2:

speler2positie -= 2

for x in list8:

if kansint == x:

if type == 1:

speler1positie -= 12

if type == 2:

speler2positie -= 12

if type == 1:

speler1positie = positie1(0)

else:

speler2positie = positie2(0)

for x in list1:

if kansint == x:

if type == 1:

windowSurface.blit(pos5,(width/2+250, 280))

pygame.display.update()

if type == 2:

windowSurface.blit(pos5,(width/2+250, 280))

pygame.display.update()

for x in list2:

if kansint == x:

if type == 1:

windowSurface.blit(pos10,(width/2+250, 280))

pygame.display.update()

if type == 2:

windowSurface.blit(pos10,(width/2+250, 280))

pygame.display.update()

for x in list3:

if kansint == x:

if type == 1:

windowSurface.blit(pos2,(width/2+250, 280))

pygame.display.update()

if type == 2:

windowSurface.blit(pos2,(width/2+250, 280))

pygame.display.update()

for x in list4:

if kansint == x:

if type == 1:

windowSurface.blit(pos12,(width/2+250, 280))

pygame.display.update()

if type == 2:

windowSurface.blit(pos12,(width/2+250, 280))

pygame.display.update()

for x in list5:

if kansint == x:

if type == 1:

windowSurface.blit(posmin5,(width/2+250, 280))

pygame.display.update()

if type == 2:

windowSurface.blit(posmin5,(width/2+250, 280))

pygame.display.update()

for x in list6:

if kansint == x:

if type == 1:

windowSurface.blit(posmin10,(width/2+250, 280))

pygame.display.update()

if type == 2:

windowSurface.blit(posmin10,(width/2+250, 280))

pygame.display.update()

for x in list7:

if kansint == x:

if type == 1:

windowSurface.blit(posmin2,(width/2+250, 280))

pygame.display.update()

if type == 2:

windowSurface.blit(posmin2,(width/2+250, 280))

pygame.display.update()

for x in list8:

if kansint == x:

if type == 1:

windowSurface.blit(posmin12,(width/2+250, 280))

pygame.display.update()

if type == 2:

windowSurface.blit(posmin12,(width/2+250, 280))

pygame.display.update()

if speler1positie >= 40:

speler1positie = speler1positie - 40

if speler1positie < 0:

speler1positie = speler1positie + 40

if speler2positie >= 40:

speler2positie = speler2positie - 40

if speler2positie < 0:

speler2positie = speler2positie + 40

if type == 1:

kankopen = positiecheck(speler1positie,1,8)

return kankopen

else:

kankopen = positiecheck(speler2positie,2,8)

return kankopen

def kans(type):

list1 = [0,1,2,3,4]

list2 = [5,6,7,8,9]

list3 = [10,11,12,13,14]

list4 = [15,16,17,18,19]

list5 = [20,21,22,23,24]

list6 = [25,26,27,28,29]

list7 = [30,31,32,33,34]

list8 = [35,36,37,38,39]

kansint = random.randint(0,39)

for x in list1:

if kansint == x:

if type == 1:

player1.money += 50

windowSurface.blit(plus50,(width/2+250, 300))

if type == 2:

player2.money += 50

windowSurface.blit(plus50,(width/2+250, 300))

for x in list2:

if kansint == x:

if type == 1:

player1.money += 25

windowSurface.blit(plus25,(width/2+250, 300))

if type == 2:

player2.money += 25

windowSurface.blit(plus25,(width/2+250, 300))

for x in list3:

if kansint == x:

if type == 1:

player1.money += 100

windowSurface.blit(plus100,(width/2+250, 300))

if type == 2:

player2.money += 100

windowSurface.blit(plus100,(width/2+250, 300))

for x in list4:

if kansint == x:

if type == 1:

player1.money += 150

windowSurface.blit(plus150,(width/2+250, 300))

if type == 2:

player2.money += 150

windowSurface.blit(plus150,(width/2+250, 300))

for x in list5:

if kansint == x:

if type == 1:

player1.money -= 50

windowSurface.blit(min50,(width/2+250, 300))

if type == 2:

player2.money -= 50

windowSurface.blit(min50,(width/2+250, 300))

for x in list6:

if kansint == x:

if type == 1:

player1.money -= 25

windowSurface.blit(min25,(width/2+250, 300))

if type == 2:

player2.money -= 25

windowSurface.blit(min25,(width/2+250, 300))

for x in list7:

if kansint == x:

if type == 1:

player1.money -= 100

windowSurface.blit(min100,(width/2+250, 300))

if type == 2:

player2.money -= 100

windowSurface.blit(min100,(width/2+250, 300))

for x in list8:

if kansint == x:

if type == 1:

player1.money -= 150

windowSurface.blit(min150,(width/2+250, 300))

if type == 2:

player2.money -= 150

windowSurface.blit(min150,(width/2+250, 300))

pygame.display.update()

def vrijparkeren(player): #je print de pot af op width/2+250, 320 global pot

global player1

global player2

global pot

wintpot = smallfont.render("Je wint de pot: +" + str(pot),True,BLACK)

if player == 1:

player1.money = player1.money + pot

pot = 0

if player == 2:

player2.money = player2.money + pot

windowSurface.blit(wintpot,(width/2+250, 320))

pygame.display.update()

print("vrijparkeren")

def positie1(gedobbeltnummer): #wordt afgeprint op width/2+200,340

global i

global speler1positie

global player1

if i == 0:

speler1positie = gedobbeltnummer

i = 1

else:

speler1positie = gedobbeltnummer + speler1positie

if (speler1positie >= 40):

player1.money += 200

speler1positie = speler1positie - 40

if speler1positie <= 10:

player1.y\_pos = 750

if speler1positie == 0:

player1.x\_pos = 750

elif speler1positie == 1:

player1.x\_pos = 647

elif speler1positie == 2:

player1.x\_pos = 581

elif speler1positie == 3:

player1.x\_pos = 514

elif speler2positie == 4:

player1.x\_pos = 442

elif speler1positie == 5:

player1.x\_pos = 379

elif speler1positie == 6:

player1.x\_pos = 314

elif speler1positie == 7:

player1.x\_pos = 247

elif speler1positie == 8:

player1.x\_pos = 187

elif speler1positie == 9:

player1.x\_pos = 130 #changed

elif speler1positie == 10:

player1.x\_pos = 50

elif 10 < speler1positie <= 20:

player1.x\_pos = 50

if speler1positie == 10:

player1.y\_pos = 750

elif speler1positie == 11:

player1.y\_pos = 650 #changed

elif speler1positie ==12:

player1.y\_pos = 590

elif speler1positie == 13:

player1.y\_pos = 200 #changed

elif speler1positie == 14:

player1.y\_pos = 450

elif speler1positie == 15:

player1.y\_pos = 400

elif speler1positie == 16:

player1.y\_pos = 330

elif speler1positie == 17:

player1.y\_pos = 260

elif speler1positie == 18:

player1.y\_pos = 190

elif speler1positie == 19:

player1.y\_pos = 130 #changed

elif speler1positie == 20:

player1.y\_pos = 50

elif 20 < speler1positie <= 30:

player1.y\_pos = 50

if speler1positie == 20:

player1.x\_pos = 50

elif speler1positie == 21:

player1.x\_pos = 120

elif speler1positie == 22:

player1.x\_pos = 187

elif speler1positie == 23:

player1.x\_pos = 247

elif speler1positie == 24:

player1.x\_pos = 314

elif speler1positie == 25:

player1.x\_pos = 379

elif speler1positie == 26:

player1.x\_pos = 442

elif speler1positie == 27:

player1.x\_pos = 514

elif speler1positie == 28:

player1.x\_pos = 581

elif speler1positie == 29:

player1.x\_pos = 647

elif speler1positie == 30:

player1.x\_pos = 750

else:

player1.x\_pos = 750

if speler1positie == 30:

player1.y\_pos = 50

elif speler1positie == 31:

player1.y\_pos = 120

elif speler1positie ==32:

player1.y\_pos = 190

elif speler1positie == 33:

player1.y\_pos = 260

elif speler1positie == 34:

player1.y\_pos = 330

elif speler1positie == 35:

player1.y\_pos = 400

elif speler1positie == 36:

player1.y\_pos = 470

elif speler1positie == 37:

player1.y\_pos = 520 #changed

elif speler1positie == 38:

player1.y\_pos = 570

elif speler1positie == 39:

player1.y\_pos = 640

elif speler1positie == 40:

player1.y\_pos = 750

windowSurface.fill(WHITE)

pygame.display.update()

windowSurface.blit(bord,(0,0))

player1.update(windowSurface)

player2.update(windowSurface)

pygame.display.update()

pygame.display.flip()

return speler1positie

def positie2(gedobbeltnummer):

global z

global speler2positie

global player2

if z == 0:

speler2positie = gedobbeltnummer

z = 1

else:

speler2positie = gedobbeltnummer + speler2positie

if (speler2positie >= 40):

speler2positie = speler2positie - 40

player2.money += 200

if speler2positie <= 10:

player2.y\_pos = 750

if speler2positie == 0:

player2.x\_pos = 750

elif speler2positie == 1:

player2.x\_pos = 647

elif speler2positie == 2:

player2.x\_pos = 581

elif speler2positie == 3:

player2.x\_pos = 514

elif speler2positie == 4:

player2.x\_pos = 442

elif speler2positie == 5:

player2.x\_pos = 379

elif speler2positie == 6:

player2.x\_pos = 314

elif speler2positie == 7:

player2.x\_pos = 247

elif speler2positie == 8:

player2.x\_pos = 187

elif speler2positie == 9:

player2.x\_pos = 130

elif speler2positie == 10:

player2.x\_pos = 50

elif 10 < speler2positie <= 20 :

player2.x\_pos = 50

if speler2positie == 10:

player2.y\_pos = 750

elif speler2positie == 11:

player2.y\_pos = 650 #changed

elif speler2positie ==12:

player2.y\_pos = 590

elif speler2positie == 13:

player2.y\_pos = 500

elif speler2positie == 14:

player2.y\_pos = 450

elif speler2positie == 15:

player2.y\_pos = 400

elif speler2positie == 16:

player2.y\_pos = 330

elif speler2positie == 17:

player2.y\_pos = 260

elif speler2positie == 18:

player2.y\_pos = 190

elif speler2positie == 19:

player2.y\_pos = 130

elif speler2positie == 20:

player2.y\_pos = 50

elif 20 < speler2positie <= 30:

player2.y\_pos = 50

if speler2positie == 20:

player2.x\_pos = 50

elif speler2positie == 21:

player2.x\_pos = 120

elif speler2positie == 22:

player2.x\_pos = 187

elif speler2positie == 23:

player2.x\_pos = 247

elif speler2positie == 24:

player2.x\_pos = 314

elif speler2positie == 25:

player2.x\_pos = 379

elif speler2positie == 26:

player2.x\_pos = 442

elif speler2positie == 27:

player2.x\_pos = 514

elif speler2positie == 28:

player2.x\_pos = 581

elif speler2positie == 29:

player2.x\_pos = 647

elif speler2positie == 30:

player2.x\_pos = 750

else:

player2.x\_pos = 750

if speler2positie == 30:

player2.y\_pos = 50

elif speler2positie == 31:

player2.y\_pos = 120

elif speler2positie ==32:

player2.y\_pos = 190

elif speler2positie == 33:

player2.y\_pos = 260

elif speler2positie == 34:

player2.y\_pos = 330

elif speler2positie == 35:

player2.y\_pos = 400

elif speler2positie == 36:

player2.y\_pos = 470

elif speler2positie == 37:

player2.y\_pos = 520

elif speler2positie == 38:

player2.y\_pos = 570

elif speler2positie == 39:

player2.y\_pos = 640

elif speler2positie == 40:

player2.y\_pos = 750

windowSurface.fill(WHITE)

pygame.display.update()

windowSurface.blit(bord,(0,0))

player2.update(windowSurface)

player1.update(windowSurface)

pygame.display.update()

pygame.display.flip()

return speler2positie

def positiecheck(positie, type, worp):

#type = 1 speler1

#type = 2 speler2

#type = 3 speler1 koopt

#type = 4 speler2 koopt

#vakjes = 0 van niemand

#vakjes = 1 van speler 1

#vakjes = 2 van speler 2

#bij return 1 kan de speler kopen

#bij return 2 kan de speler niet kopen

global vakjes

global player1

global player2

global pot

if type == 1 or type == 2:

if positie == 0:

windowSurface.blit(opstart,(width/2+250,300))

return 2

elif positie == 1:

if vakjes[1] == 0:

windowSurface.blit(kost60,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[1] == 1:

if type == 2:

#betalen

player2.money -= 10

player1.money += 10

windowSurface.blit(p1get10,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[1] == 2:

if type == 1:

#betalen

player1.money -= 10

player2.money += 10

windowSurface.blit(p2get10,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 2:

#algemeen fonds

if type == 1:

kankopen = algemeenfonds(1)

else:

kankopen = algemeenfonds(2)

return kankopen

elif positie == 3:

if vakjes[3] == 0:

windowSurface.blit(kost60,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[3] == 1:

if type == 2:

#betalen

player2.money += 20

player1.money += 20

windowSurface.blit(p1get20,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[3] == 2:

if type == 1:

#betalen

player1.money -= 20

player2.money += 20

windowSurface.blit(p2get20,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 4:

#taxen betalen

if type == 1:

windowSurface.blit(tax,(width/2+250,300))

pygame.display.update()

player1.money -= 200

pot = pot + 200

if type == 2:

windowSurface.blit(tax,(width/2+250,300))

pygame.display.update()

player2.money -= 200

pot = pot + 200

return 2

elif positie == 5:

# aantal vakjes bezit checken

if vakjes[5] == 0:

windowSurface.blit(kost200,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[5] == 1:

if type == 2:

q = 0

#betalen

if vakjes[15] == 1:

q = q + 1

if vakjes[25] == 1:

q = q + 1

if vakjes[35] == 1:

q = q + 1

if q == 0:

player2.money -= 25

player1.money += 25

if q == 1:

player2.money -= 50

player1.money += 50

if q == 2:

player2.money -= 100

player1.money += 100

if q == 3:

player2.money -= 200

player1.money += 200

q = 0

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[5] == 2:

if type == 1:

#betalen

q = 0

#betalen

if vakjes[15] == 2:

q = q + 1

if vakjes[25] == 2:

q = q + 1

if vakjes[35] == 2:

q = q + 1

if q == 0:

player1.money -= 25

player2.money += 25

if q == 1:

player1.money -= 50

player2.money += 50

if q == 2:

player1.money -= 100

player2.money += 100

if q == 3:

player1.money -= 200

player2.money += 200

q = 0

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 6:

if vakjes[6] == 0:

windowSurface.blit(kost100,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[6] == 1:

if type == 2:

#betalen

player2.money -= 30

player1.money += 30

windowSurface.blit(p1get30,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[6] == 2:

if type == 1:

#betalen

player1.money -= 30

player2.money += 30

windowSurface.blit(p2get30,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 7:

#kans

if type == 1:

kans(1)

else:

kans(2)

return 2

elif positie == 8:

if vakjes[8] == 0:

windowSurface.blit(kost100,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[8] == 1:

if type == 2:

#betalen

player2.money -= 30

player1.money += 30

windowSurface.blit(p1get30,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[8] == 2:

if type == 1:

#betalen

player1.money -= 30

player2.money += 30

windowSurface.blit(p2get30,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 9:

if vakjes[9] == 0:

windowSurface.blit(kost120,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[9] == 1:

if type == 2:

#betalen

player2.money -= 40

player1.money += 40

windowSurface.blit(p1get40,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[9] == 2:

if type == 1:

#betalen

player1.money -= 40

player2.money += 40

windowSurface.blit(p2get40,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 10:

#op bezoek

windowSurface.blit(opbezoek,(width/2+250,300))

return 2

elif positie == 11:

if vakjes[11] == 0:

windowSurface.blit(kost140,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[11] == 1:

if type == 2:

#betalen

player2.money = player2.money - 50

player1.money = player1.money + 50

windowSurface.blit(p1get50,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[11] == 2:

if type == 1:

#betalen

player1.money = player1.money - 50

player2.money = player2.money + 50

windowSurface.blit(p2get50,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 12:

#kijk hoeveel vakjes van dit die heeft anders \* 10

if vakjes[12] == 0:

windowSurface.blit(kost150,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[12] == 1:

if type == 2:

#betalen

if vakjes[28] == 1:

player2.money = player2.money - (worp \* 10)

player1.money = player1.money + (worp \* 10)

else:

player2.money = player2.money - (worp \* 4)

player1.money = player1.money + (worp \* 4)

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[12] == 2:

if type == 1:

#betalen

if vakjes[28] == 2:

player1.money = player1.money - (worp \* 10)

player2.money = player2.money + (worp \* 10)

else:

player1.money = player1.money - (worp \* 4)

player2.money = player2.money + (worp \* 4)

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 13:

if vakjes[13] == 0:

windowSurface.blit(kost140,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[13] == 1:

if type == 2:

#betalen

player2.money = player2.money - 50

player1.money = player1.money + 50

windowSurface.blit(p1get50,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[13] == 2:

if type == 1:

#betalen

player1.money = player1.money - 50

player2.money = player2.money + 50

windowSurface.blit(p2get50,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 14:

if vakjes[14] == 0:

windowSurface.blit(kost160,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[14] == 1:

if type == 2:

#betalen

player2.money = player2.money - 60

player1.money = player1.money + 60

windowSurface.blit(p1get60,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[14] == 2:

if type == 1:

#betalen

player1.money = player1.money - 60

player2.money = player2.money + 60

windowSurface.blit(p2get60,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 15:

#kijken welke andere vakjes de speler nog heeft

if vakjes[15] == 0:

windowSurface.blit(kost200,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[15] == 1:

if type == 2:

#betalen

q = 0

if vakjes[5] == 1:

q = q + 1

if vakjes[25] == 1:

q = q + 1

if vakjes[35] == 1:

q = q + 1

if q == 0:

player2.money = player2.money - 25

player1.money = player1.money + 25

if q == 1:

player2.money = player2.money - 50

player1.money = player1.money + 50

if q == 2:

player2.money = player2.money - 100

player1.money = player1.money + 100

if q == 3:

player2.money = player2.money - 200

player1.money = player1.money + 200

q = 0

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[15] == 2:

if type == 1:

#betalen

q = 0

if vakjes[5] == 2:

q = q + 1

if vakjes[25] == 2:

q = q + 1

if vakjes[35] == 2:

q = q + 1

if q == 0:

player1.money = player1.money - 25

player2.money = player2.money + 25

if q == 1:

player1.money = player1.money - 50

player2.money = player2.money + 50

if q == 2:

player1.money = player1.money - 100

player2.money = player2.money + 100

if q == 3:

player1.money = player1.money - 200

player2.money = player2.money + 200

q = 0

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 16:

if vakjes[16] == 0:

windowSurface.blit(kost180,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[16] == 1:

if type == 2:

#betalen

player2.money = player2.money - 70

player1.money = player1.money + 70

windowSurface.blit(p1get70,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[16] == 2:

if type == 1:

#betalen

player1.money = player1.money - 70

player2.money = player2.money + 70

windowSurface.blit(p2get70,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 17:

#algemeen fonds

if type == 1:

kankopen = algemeenfonds(1)

else:

kankopen = algemeenfonds(2)

return kankopen

elif positie == 18:

if vakjes[18] == 0:

windowSurface.blit(kost180,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[18] == 1:

if type == 2:

#betalen

player2.money = player2.money - 70

player1.money = player1.money + 70

windowSurface.blit(p1get70,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[18] == 2:

if type == 1:

#betalen

player1.money = player1.money - 70

player2.money = player2.money + 70

windowSurface.blit(p2get70,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 19:

if vakjes[19] == 0:

windowSurface.blit(kost200,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[19] == 1:

if type == 2:

#betalen

player2.money = player2.money - 80

player1.money = player1.money + 80

windowSurface.blit(p1get80,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[19] == 2:

if type == 1:

#betalen

player1.money = player1.money - 80

player2.money = player2.money + 80

windowSurface.blit(p2get80,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 20:

#vrij parkeren

if type == 1:

vrijparkeren(1)

if type == 2:

vrijparkeren(2)

return 2

elif positie == 21:

if vakjes[21] == 0:

windowSurface.blit(kost220,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[21] == 1:

if type == 2:

#betalen

player2.money = player2.money - 90

player1.money = player1.money + 90

windowSurface.blit(p1get90,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[21] == 2:

if type == 1:

#betalen

player1.money = player1.money - 90

player2.money = player2.money + 90

windowSurface.blit(p2get90,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 22:

#kans

if type == 1:

kans(1)

else:

kans(2)

return 2

elif positie == 23:

if vakjes[23] == 0:

windowSurface.blit(kost220,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[23] == 1:

if type == 2:

#betalen

player2.money = player2.money - 90

player1.money = player1.money + 90

windowSurface.blit(p1get90,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[23] == 2:

if type == 1:

#betalen

player1.money = player1.money - 90

player2.money = player2.money + 90

windowSurface.blit(p2get90,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 24:

if vakjes[24] == 0:

windowSurface.blit(kost240,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[24] == 1:

if type == 2:

#betalen

player2.money = player2.money - 100

player1.money = player1.money + 100

windowSurface.blit(p1get100,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[24] == 2:

if type == 1:

#betalen

player1.money = player1.money - 100

player2.money = player2.money + 100

windowSurface.blit(p2get100,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 25:

#kijken welke andere vakjes in bezit van speler zijn

if vakjes[25] == 0:

windowSurface.blit(kost200,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[25] == 1:

if type == 2:

#betalen

q = 0

if vakjes[5] == 1:

q = q + 1

if vakjes[15] == 1:

q = q + 1

if vakjes[35] == 1:

q = q + 1

if q == 0:

player2.money = player2.money - 25

player1.money = player1.money + 25

if q == 1:

player2.money = player2.money - 50

player1.money = player1.money + 50

if q == 2:

player2.money = player2.money - 100

player1.money = player1.money + 100

if q == 3:

player2.money = player2.money - 200

player1.money = player1.money + 200

q = 0

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[25] == 2:

if type == 1:

#betalen

q = 0

if vakjes[5] == 2:

q = q + 1

if vakjes[25] == 2:

q = q + 1

if vakjes[35] == 2:

q = q + 1

if q == 0:

player1.money = player1.money - 25

player2.money = player2.money + 25

if q == 1:

player1.money = player1.money - 50

player2.money = player2.money + 50

if q == 2:

player1.money = player1.money - 100

player2.money = player2.money + 100

if q == 3:

player1.money = player1.money - 200

player2.money = player2.money + 200

q = 0

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 26:

if vakjes[26] == 0:

windowSurface.blit(kost260,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[26] == 1:

if type == 2:

#betalen

player2.money = player2.money - 110

player1.money = player1.money + 110

windowSurface.blit(p1get110,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[26] == 2:

if type == 1:

#betalen

player1.money = player1.money -110

player2.money = player2.money + 110

windowSurface.blit(p2get110,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 27:

if vakjes[27] == 0:

windowSurface.blit(kost260,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[27] == 1:

if type == 2:

#betalen

player2.money = player2.money - 110

player1.money = player1.money + 110

windowSurface.blit(p1get110,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[27] == 2:

if type == 1:

#betalen

player1.money = player1.money - 110

player2.money = player2.money + 110

windowSurface.blit(p2get110,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 28:

#kijken welke andere kaarten in bezit zijn speler

if vakjes[28] == 0:

windowSurface.blit(kost150,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[28] == 1:

if type == 2:

#betalen

if vakjes[12] == 1:

player2.money = player2.money - (worp \* 10)

player1.money = player1.money + (worp \* 10)

else:

player2.money = player2.money - (worp \* 4)

player1.money = player1.money + (worp \* 4)

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[28] == 2:

if type == 1:

#betalen

if vakjes[12] == 2:

player1.money = player1.money - (worp \* 10)

player2.money = player2.money + (worp \* 10)

else:

player1.money = player1.money - (worp \* 4)

player2.money = player2.money + (worp \* 4)

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 29:

if vakjes[29] == 0:

windowSurface.blit(kost280,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[29] == 1:

if type == 2:

#betalen

player2.money = player2.money - 120

player1.money = player1.money + 120

windowSurface.blit(p1get120,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[29] == 2:

if type == 1:

#betalen

player1.money = player1.money - 120

player2.money = player2.money + 120

windowSurface.blit(p2get120,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 30:

#naar de gevangenis

naardegevangenis(type)

return 2

elif positie == 31:

if vakjes[31] == 0:

windowSurface.blit(kost300,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[31] == 1:

if type == 2:

#betalen

player2.money = player2.money - 130

player1.money = player1.money + 130

windowSurface.blit(p1get130,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[31] == 2:

if type == 1:

#betalen

player1.money = player1.money - 130

player2.money = player2.money + 130

windowSurface.blit(p2get130,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 32:

if vakjes[32] == 0:

windowSurface.blit(kost300,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[32] == 1:

if type == 2:

#betalen

player2.money = player2.money - 130

player1.money += 130

windowSurface.blit(p1get130,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[32] == 2:

if type == 1:

#betalen

player1.money = player1.money - 130

player2.money = player2.money + 130

windowSurface.blit(p1get40,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 33:

#algemeen fonds

if type == 1:

kankopen = algemeenfonds(1)

else:

kankopen = algemeenfonds(2)

return kankopen

elif positie == 34:

if vakjes[34] == 0:

windowSurface.blit(kost320,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[34] == 1:

if type == 2:

#betalen

player2.money = player2.money - 150

player1.money = player1.money + 150

windowSurface.blit(p1get50,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[34] == 2:

if type == 1:

#betalen

player1.money = player1.money - 150

player2.money = player2.money + 150

windowSurface.blit(p2get150,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 35:

#kijken hoeveel vakjes er van in bezit zijn

if vakjes[35] == 0:

windowSurface.blit(kost200,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[35] == 1:

if type == 2:

#betalen

q = 0

if vakjes[5] == 1:

q = q + 1

if vakjes[15] == 1:

q = q + 1

if vakjes[25] == 1:

q = q + 1

if q == 0:

player2.money = player2.money - 25

player1.money = player1.money + 25

if q == 1:

player2.money = player2.money - 50

player1.money = player1.money + 50

if q == 2:

player2.money = player2.money - 100

player1.money = player1.money + 100

if q == 3:

player2.money = player2.money - 200

player1.money = player1.money + 200

q = 0

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[35] == 2:

if type == 1:

#betalen

q = 0

if vakjes[5] == 2:

q = q + 1

if vakjes[25] == 2:

q = q + 1

if vakjes[25] == 2:

q = q + 1

if q == 0:

player1.money = player1.money - 25

player2.money = player2.money + 25

if q == 1:

player1.money = player1.money - 50

player2.money = player2.money + 50

if q == 2:

player1.money = player1.money - 100

player2.money = player2.money + 100

if q == 3:

player1.money = player1.money - 200

player2.money = player2.money + 200

q = 0

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 36:

#kans

if type == 1:

kans(1)

else:

kans(2)

return 2

elif positie == 37:

if vakjes[37] == 0:

windowSurface.blit(kost350,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[37] == 1:

if type == 2:

#betalen

player2.money = player2.money - 175

player1.money = player1.money + 175

windowSurface.blit(p1get175,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[37] == 2:

if type == 1:

#betalen

player1.money = player1.money - 175

player2.money = player2.money + 175

windowSurface.blit(p2get175,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif positie == 38:

#supertax

if type == 2:

windowSurface.blit(supertax,(width/2+250,300))

pygame.display.update()

player2.money = player2.money - 100

pot = pot + 100

if type == 1:

windowSurface.blit(supertax,(width/2+250,300))

pygame.display.update()

player1.money = player1.money - 100

pot = pot + 100

return 2

elif positie == 39:

if vakjes[39] == 0:

windowSurface.blit(kost400,(width/2+250,300))

pygame.display.update()

return 1

elif vakjes[39] == 1:

if type == 2:

#betalen

player2.money = player2.money - 200

player1.money = player1.money + 200

windowSurface.blit(p1get200,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif vakjes[39] == 2:

if type == 1:

#betalen

player1.money = player1.money - 200

player2.money = player2.money + 200

windowSurface.blit(p2get200,(width/2+250,300))

pygame.display.update()

return 2

else:

windowSurface.blit(eigenaar,(width/2+250,300))

pygame.display.update()

return 2

elif type == 3:

vakjes[positie] = 1

if positie == 1:

player1.money = player1.money - 60

elif positie == 3:

player1.money = player1.money - 60

elif positie == 5:

player1.money = player1.money - 200

elif positie == 6:

player1.money = player1.money - 100

elif positie == 8:

player1.money = player1.money - 100

elif positie == 9:

player1.money = player1.money - 120

elif positie == 11:

player1.money = player1.money - 140

elif positie == 12:

player1.money = player1.money - 150

elif positie == 13:

player1.money = player1.money - 140

elif positie == 14:

player1.money = player1.money - 160

elif positie == 15:

player1.money = player1.money - 200

elif positie == 16:

player1.money = player1.money - 180

elif positie == 18:

player1.money = player1.money - 180

elif positie == 19:

player1.money = player1.money - 200

elif positie == 21:

player1.money = player1.money - 220

elif positie == 23:

player1.money = player1.money - 220

elif positie == 24:

player1.money = player1.money - 240

elif positie == 25:

player1.money = player1.money - 200

elif positie == 26:

player1.money = player1.money - 260

elif positie == 27:

player1.money = player1.money - 260

elif positie == 28:

player1.money = player1.money - 150

elif positie == 29:

player1.money = player1.money - 280

elif positie == 31:

player1.money = player1.money - 300

elif positie == 32:

player1.money = player1.money - 300

elif positie == 34:

player1.money = player1.money - 320

elif positie == 35:

player1.money = player1.money - 200

elif positie == 37:

player1.money = player1.money - 350

elif positie == 39:

player1.money = player1.money - 400

elif type == 4:

vakjes[positie] = 2

if positie == 1:

player2.money = player2.money - 60

windowSurface.blit(kost60,(width/2+250,300))

pygame.display.update()

elif positie == 3:

player2.money = player2.money - 60

windowSurface.blit(kost60,(width/2+250,300))

pygame.display.update()

elif positie == 5:

player2.money = player2.money - 200

windowSurface.blit(kost200,(width/2+250,300))

pygame.display.update()

elif positie == 6:

player2.money = player2.money - 100

windowSurface.blit(kost100,(width/2+250,300))

pygame.display.update()

elif positie == 8:

player2.money = player2.money - 100

windowSurface.blit(kost100,(width/2+250,300))

pygame.display.update()

elif positie == 9:

player2.money = player2.money - 120

windowSurface.blit(kost120,(width/2+250,300))

pygame.display.update()

elif positie == 11:

player2.money = player2.money - 140

windowSurface.blit(kost140,(width/2+250,300))

pygame.display.update()

elif positie == 12:

player2.money = player2.money - 150

windowSurface.blit(kost150,(width/2+250,300))

pygame.display.update()

elif positie == 13:

player2.money = player2.money - 140

windowSurface.blit(kost140,(width/2+250,300))

pygame.display.update()

elif positie == 14:

player2.money = player2.money - 160

windowSurface.blit(kost160,(width/2+250,300))

pygame.display.update()

elif positie == 15:

player2.money = player2.money - 200

windowSurface.blit(kost200,(width/2+250,300))

pygame.display.update()

elif positie == 16:

player2.money = player2.money - 180

windowSurface.blit(kost180,(width/2+250,300))

pygame.display.update()

elif positie == 18:

player2.money = player2.money - 180

windowSurface.blit(kost180,(width/2+250,300))

pygame.display.update()

elif positie == 19:

player2.money = player2.money - 200

windowSurface.blit(kost200,(width/2+250,300))

pygame.display.update()

elif positie == 21:

player2.money = player2.money - 220

windowSurface.blit(kost220,(width/2+250,300))

pygame.display.update()

elif positie == 23:

player2.money = player2.money - 220

windowSurface.blit(kost220,(width/2+250,300))

pygame.display.update()

elif positie == 24:

player2.money = player2.money - 240

windowSurface.blit(kost240,(width/2+250,300))

pygame.display.update()

elif positie == 25:

player2.money = player2.money - 200

windowSurface.blit(kost200,(width/2+250,300))

pygame.display.update()

elif positie == 26:

player2.money = player2.money - 260

windowSurface.blit(kost260,(width/2+250,300))

pygame.display.update()

elif positie == 27:

player2.money = player2.money - 260

windowSurface.blit(kost260,(width/2+250,300))

pygame.display.update()

elif positie == 28:

player2.money = player2.money - 150

windowSurface.blit(kost150,(width/2+250,300))

pygame.display.update()

elif positie == 29:

player2.money = player2.money - 280

windowSurface.blit(kost280,(width/2+250,300))

pygame.display.update()

elif positie == 31:

player2.money = player2.money - 300

windowSurface.blit(kost300,(width/2+250,300))

pygame.display.update()

elif positie == 32:

player2.money = player2.money - 300

windowSurface.blit(kost300,(width/2+250,300))

pygame.display.update()

elif positie == 34:

player2.money = player2.money - 320

windowSurface.blit(kost320,(width/2+250,300))

pygame.display.update()

elif positie == 35:

player2.money = player2.money - 200

windowSurface.blit(kost200,(width/2+250,300))

pygame.display.update()

elif positie == 37:

player2.money = player2.money - 350

windowSurface.blit(kost350,(width/2+250,300))

pygame.display.update()

elif positie == 39:

player2.money = player2.money - 400

windowSurface.blit(kost400,(width/2+250,300))

pygame.display.update()

def dobbelen():

global int1

global int2

int1 = random.randint(1,6)

int2 = random.randint(1,6)

global dubbel

dubbel = 0

worp = int1 + int2

if int1 == int2:

dubbel = dubbel + 1

else:

dubbel = 0

return worp

def Player2():

windowSurface.fill(WHITE)

pygame.display.update()

#image bord

windowSurface.blit(bord,(0,0))

#init text en variable

global player1

global player2

global dubbel

global int1

global int2

global positiespeler2

global positiespeler1

dobbel = Button(button, pos=(width/2, 450),

text\_input="dobbel", font=get\_font(20), base\_color=WHITE, hovering\_color=GREEN)

while True:

#dynamische update geld

geldplayer1 = smallfont.render("player 1: " + str(player1.money),True, RED)

geldplayer2 = smallfont.render("player 2: " + str(player2.money),True, BLUE)

mouse = pygame.mouse.get\_pos()

aandebeurt = 1

algedobbelt = 0

#player one

#update Players money

windowSurface.blit(geldplayer1,(1150,40))

pygame.draw.line(windowSurface, RED,(1150,60),(1350,60),1)

windowSurface.blit(geldplayer2,(1150,80))

pygame.draw.line(windowSurface, BLUE,(1150,100),(1350,100),1)

pygame.display.update()

if player1.money > 0:

while aandebeurt == 1:

player1.update(windowSurface)

pygame.display.update()

mouse = pygame.mouse.get\_pos()

# display spelers beurt

pygame.draw.ellipse(windowSurface, RED, pygame.Rect(width/2+200,175,325,75))

windowSurface.blit(beurt1,(width/2+255, 200))

pygame.draw.rect(windowSurface, RED, pygame.Rect(width/2+200, 500, 400,260))

if algedobbelt == 0:

#button dobbelen speler heeft nog niet gedobbelt

dobbel = Button(button, pos=(width/2 + 400, 600),

text\_input="dobbel", font=get\_font(20), base\_color=WHITE, hovering\_color=GREEN)

for btn in [dobbel]:

#on hover dobbel

btn.changeColor(mouse)

btn.update(windowSurface)

for event in pygame.event.get():

if event.type == pygame.MOUSEBUTTONDOWN:

if dobbel.checkForInput(mouse):

#onclick dobbel return waarde worp

worp = dobbelen()

if indegevangenis1 == 1:

#globale var indegevangenis kijkt of die er niet inzet

indegevangenis(1)

aandebeurt = 2

else:

if dubbel == 3:

#kijken of dit niet je derde dubbel is

naardegevangenis(1)

algedobbelt = 1

aandebeurt = 2

dubbel = 0

else:

#positie van speler bepalen en zetten

positiespeler1 = positie1(worp)

#positie speler kijken wat te doen

#kankopen 1 kan het worden gekocht anders 2

kankopen = positiecheck(positiespeler1,1,worp)

geldplayer1 = smallfont.render("player 1: " + str(player1.money),True, RED)

geldplayer2 = smallfont.render("player 2: " + str(player2.money),True, BLUE)

pygame.display.update()

#geld updaten

windowSurface.blit(geldplayer1,(1150,40))

pygame.draw.line(windowSurface, RED,(1150,60),(1350,60),1)

windowSurface.blit(geldplayer2,(1150,80))

pygame.draw.line(windowSurface, BLUE,(1150,100),(1350,100),1)

pygame.display.update()

#dobbelsteen 1 op het scherm tonen

if int1 == 1:

windowSurface.blit(dobbelsteen1,(250, 400))

if int1 ==2:

windowSurface.blit(dobbelsteen2,(250, 400))

if int1 ==3:

windowSurface.blit(dobbelsteen3,(250, 400))

if int1 ==4:

windowSurface.blit(dobbelsteen4,(250, 400))

if int1 ==5:

windowSurface.blit(dobbelsteen5,(250, 400))

if int1 ==6:

windowSurface.blit(dobbelsteen6,(250, 400))

#dobbelsteen 2 tonen op scherm

if int2 == 1:

windowSurface.blit(dobbelsteen1,(450, 400))

if int2 ==2:

windowSurface.blit(dobbelsteen2,(450, 400))

if int2 ==3:

windowSurface.blit(dobbelsteen3,(450, 400))

if int2 ==4:

windowSurface.blit(dobbelsteen4,(450, 400))

if int2 ==5:

windowSurface.blit(dobbelsteen5,(450, 400))

if int2 ==6:

windowSurface.blit(dobbelsteen6,(450, 400))

print("player1\_xpos = " + str(player1.x\_pos))

print("player1\_ypos = " + str(player1.y\_pos))

print("player2\_xpos = " + str(player2.x\_pos))

print("player2\_ypos = " + str(player2.y\_pos))

#er is al gedobbelt

algedobbelt = 1

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

if aandebeurt == 1:

if algedobbelt == 1:

if kankopen == 1:

#wanneer er kan gekocht worden volgende button en kopen

kopen = Button(button, pos=(width/2 + 400, 700),

text\_input="kopen", font=get\_font(20), base\_color=WHITE, hovering\_color=GREEN)

volgende = Button(button, pos=(width/2 + 400, 600),

text\_input="next", font=get\_font(20), base\_color=WHITE, hovering\_color=GREEN)

for btn in [volgende,kopen]:

#op hover kleur

btn.changeColor(mouse)

btn.update(windowSurface)

for event in pygame.event.get():

if event.type == pygame.MOUSEBUTTONDOWN:

if volgende.checkForInput(mouse):

#klik volgende

if dubbel == 1 or dubbel == 2:

#wanneer er is dubbel gegooid blijft speler aan de beurt en kan nog is dobbelen

aandebeurt = 1

algedobbelt = 0

kankopen = 0

else:

#volgende speler aan de beurt

aandebeurt = 2

algedobbelt = 0

kankopen = 0

if kopen.checkForInput(mouse):

#klik kopen kankopen niet meer van toepassing gaat naar alleen met knop volgende

positiecheck(positiespeler1,3,0)

kankopen = 2

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

else:

#kan niet kopen

volgende = Button(button, pos=(width/2 + 400, 600),

text\_input="next", font=get\_font(20), base\_color=WHITE, hovering\_color=GREEN)

for btn in [volgende]:

#op hover

btn.changeColor(mouse)

btn.update(windowSurface)

for event in pygame.event.get():

if event.type == pygame.MOUSEBUTTONDOWN:

if volgende.checkForInput(mouse):

#knop volgende

if dubbel == 1 or dubbel == 2:

#dubbel gegooid zelfde speler kan opnieuw dobbelen

aandebeurt = 1

algedobbelt = 0

else:

#geen dubbel gegooid volgende speler

aandebeurt = 2

algedobbelt = 0

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

pygame.display.update()

else:

#winst speler 2

print("player 2 wins")

windowSurface.fill(BLACK)

while True:

windowSurface.blit(player2wint,(width/2-200, height/2))

mouse = pygame.mouse.get\_pos()

for event in pygame.event.get():

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

pygame.display.update()

#player two

#update Players money

geldplayer1 = smallfont.render("player 1: " + str(player1.money),True, RED)

geldplayer2 = smallfont.render("player 2: " + str(player2.money),True, BLUE)

windowSurface.blit(geldplayer1,(1150,40))

pygame.draw.line(windowSurface, RED,(1150,60),(1350,60),1)

windowSurface.blit(geldplayer2,(1150,80))

pygame.draw.line(windowSurface, BLUE,(1150,100),(1350,100),1)

pygame.display.update()

if player2.money >= 0:

#wanneer nog geld over

while aandebeurt == 2:

pygame.display.update()

mouse = pygame.mouse.get\_pos()

#rechthoeken blauw speler 2 aan beurt

pygame.draw.ellipse(windowSurface, BLUE, pygame.Rect(width/2+200,175,325,75))

windowSurface.blit(beurt2,(width/2+250, 200))

pygame.draw.rect(windowSurface, BLUE, pygame.Rect(width/2+200, 500, 400,260))

if algedobbelt == 0:

#nog niet gedobbelt button dobbelen

dobbel = Button(button, pos=(width/2 + 400, 600),

text\_input="dobbel", font=get\_font(20), base\_color=WHITE, hovering\_color=GREEN)

for btn in [dobbel]:

#hover

btn.changeColor(mouse)

btn.update(windowSurface)

for event in pygame.event.get():

if event.type == pygame.MOUSEBUTTONDOWN:

if dobbel.checkForInput(mouse):

#klik dobbelen worp gereturnt

worp = dobbelen()

if indegevangenis2 == 1:

#globale var indegevangenis kijkt of die er niet inzet

indegevangenis(2)

aandebeurt = 2

else:

if dubbel == 3:

#kijken of er geen 3de keer dubbel is gegooid

naardegevangenis(2)

algedobbelt = 1

aandebeurt = 1

else:

#positie speler bepalen

positiespeler2 = positie2(worp)

#kankopen 1 kan worden gekocht anders 2

#wat er op de positie moet gebeuren

kankopen = positiecheck(positiespeler2,2,worp)

geldplayer1 = smallfont.render("player 1: " + str(player1.money),True, RED)

geldplayer2 = smallfont.render("player 2: " + str(player2.money),True, BLUE)

pygame.display.update()

#geld updaten

windowSurface.blit(geldplayer1,(1150,40))

pygame.draw.line(windowSurface, RED,(1150,60),(1350,60),1)

windowSurface.blit(geldplayer2,(1150,80))

pygame.draw.line(windowSurface, BLUE,(1150,100),(1350,100),1)

pygame.display.update()

#dobbelsteen 1 op het scherm tonen

if int1 == 1:

windowSurface.blit(dobbelsteen1,(250, 400))

if int1 ==2:

windowSurface.blit(dobbelsteen2,(250, 400))

if int1 ==3:

windowSurface.blit(dobbelsteen3,(250, 400))

if int1 ==4:

windowSurface.blit(dobbelsteen4,(250, 400))

if int1 ==5:

windowSurface.blit(dobbelsteen5,(250, 400))

if int1 ==6:

windowSurface.blit(dobbelsteen6,(250, 400))

#dobbelsteen 2 tonen op scherm

if int2 == 1:

windowSurface.blit(dobbelsteen1,(450, 400))

if int2 ==2:

windowSurface.blit(dobbelsteen2,(450, 400))

if int2 ==3:

windowSurface.blit(dobbelsteen3,(450, 400))

if int2 ==4:

windowSurface.blit(dobbelsteen4,(450, 400))

if int2 ==5:

windowSurface.blit(dobbelsteen5,(450, 400))

if int2 ==6:

windowSurface.blit(dobbelsteen6,(450, 400))

pygame.display.update()

print("player1\_xpos = " + str(player1.x\_pos))

print("player1\_ypos = " + str(player1.y\_pos))

print("player2\_xpos = " + str(player2.x\_pos))

print("player2\_ypos = " + str(player2.y\_pos))

#er is gedobbelt

algedobbelt = 1

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

if aandebeurt == 2:

if algedobbelt == 1:

if kankopen == 1:

#er kan worden gekocht of volgende

kopen = Button(button, pos=(width/2 + 400, 700),

text\_input="kopen", font=get\_font(20), base\_color=WHITE, hovering\_color=GREEN)

volgende = Button(button, pos=(width/2 + 400, 600),

text\_input="next", font=get\_font(20), base\_color=WHITE, hovering\_color=GREEN)

for btn in [volgende,kopen]:

#on hover

btn.changeColor(mouse)

btn.update(windowSurface)

for event in pygame.event.get():

if event.type == pygame.MOUSEBUTTONDOWN:

if volgende.checkForInput(mouse):

#volgende

if dubbel == 1 or dubbel == 2:

#dubbel gegooid terug naar dobbelen

aandebeurt = 2

algedobbelt = 0

kankopen = 0

else:

#volgende speler

algedobbelt = 0

aandebeurt = 1

if kopen.checkForInput(mouse):

#er word gekocht naar er kan niet meer worden gekocht

positiecheck(positiespeler2,4,0)

kankopen = 2

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

else:

volgende = Button(button, pos=(width/2 + 400, 600),

text\_input="next", font=get\_font(20), base\_color=WHITE, hovering\_color=GREEN)

for btn in [volgende]:

#hover

btn.changeColor(mouse)

btn.update(windowSurface)

for event in pygame.event.get():

if event.type == pygame.MOUSEBUTTONDOWN:

if volgende.checkForInput(mouse):

#volgende

if dubbel == 1 or dubbel == 2:

#dubbel gegooid terug naar dobbelen

aandebeurt = 2

algedobbelt = 0

else:

#volgende speler

algedobbelt = 0

aandebeurt = 1

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

pygame.display.update()

else:

#speler 1 wint

print("player 1 wins")

windowSurface.fill(BLACK)

while True:

windowSurface.blit(player1wint,(width/2-200, height/2))

mouse = pygame.mouse.get\_pos()

for event in pygame.event.get():

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

pygame.display.update()

def Player3():

windowSurface.fill(BLACK)

backbutton = Button(button, pos=(width/2, 700),

text\_input="BACK", font=get\_font(20), base\_color=WHITE, hovering\_color=RED)

pygame.display.update()

windowSurface.blit(construction,(width/2 -300, height/2-300))

while True:

mouse = pygame.mouse.get\_pos()

for btn in [backbutton]:

btn.changeColor(mouse)

btn.update(windowSurface)

for event in pygame.event.get():

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

if event.type == pygame.MOUSEBUTTONDOWN:

if backbutton.checkForInput(mouse):

next()

pygame.display.update()

def Player4():

windowSurface.fill(BLACK)

backbutton = Button(button, pos=(width/2, 700),

text\_input="BACK", font=get\_font(20), base\_color=WHITE, hovering\_color=RED)

pygame.display.update()

windowSurface.blit(construction,(width/2 -300, height/2-300))

while True:

mouse = pygame.mouse.get\_pos()

for btn in [backbutton]:

btn.changeColor(mouse)

btn.update(windowSurface)

for event in pygame.event.get():

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

if event.type == pygame.MOUSEBUTTONDOWN:

if backbutton.checkForInput(mouse):

next()

pygame.display.update()

def next():

windowSurface.fill(BLACK)

windowSurface.blit(moneybag,(width-300,100))

windowSurface.blit(Monopolymen,(0, 100))

windowSurface.blit(monopolylogo,(width/2 - 350, 150))

backbutton = Button(button, pos=(width/2, 700),

text\_input="BACK", font=get\_font(20), base\_color=WHITE, hovering\_color=RED)

player2button = Button(button, pos=(width/2, 400),

text\_input="2 PLAYERS", font=get\_font(20), base\_color=WHITE, hovering\_color=BLUE)

player3button = Button(button, pos=(width/2, 500),

text\_input="3 PLAYERS", font=get\_font(20), base\_color=WHITE, hovering\_color=BLUE)

player4button = Button(button, pos=(width/2, 600),

text\_input="4 PLAYERS", font=get\_font(20), base\_color=WHITE, hovering\_color=BLUE)

while True:

mouse = pygame.mouse.get\_pos()

for btn in [backbutton, player2button,player3button, player4button]:

btn.changeColor(mouse)

btn.update(windowSurface)

for event in pygame.event.get():

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

if event.type == pygame.MOUSEBUTTONDOWN:

if backbutton.checkForInput(mouse):

mainmenu()

if player2button.checkForInput(mouse):

Player2()

if player3button.checkForInput(mouse):

Player3()

if player4button.checkForInput(mouse):

Player4()

pygame.display.update()

def mainmenu():

windowSurface.fill(BLACK)

windowSurface.blit(moneybag,(width-300,100))

windowSurface.blit(Monopolymen,(0, 100))

windowSurface.blit(monopolylogo,(width/2 - 350, 150))

startbutton = Button(button, pos=(width/2, 450),

text\_input="START", font=get\_font(20), base\_color=WHITE, hovering\_color=GREEN)

quitbutton = Button(button, pos=(width/2, 650),

text\_input="QUIT", font=get\_font(20), base\_color=WHITE, hovering\_color=RED)

while True:

mouse = pygame.mouse.get\_pos()

for btn in [startbutton, quitbutton]:

btn.changeColor(mouse)

btn.update(windowSurface)

for event in pygame.event.get():

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

#checks if a mouse is clicked

if event.type == pygame.MOUSEBUTTONDOWN:

if startbutton.checkForInput(mouse):

next()

if quitbutton.checkForInput(mouse):

pygame.quit()

sys.exit()

pygame.display.update()

mainmenu()