**Oop ii lab project**

#Team Member

#Md. Asif Mahmud Sabuj(211-15-4020)

#Mahedi Hasan (211-15-3997)

#Md Ibrahim kholil (211-15-4070)

#S. M. Mainul Islam(211-15-3974)

#Md.Mahamudul hassan (211-15-3951)

import pygame

import time

import random

pygame.init()

black = (0,0,0)

white = (255,255,255)

green = (41,240,26)

red = (201, 18, 18)

yellow = (239,250,32)

dis\_width = 600

dis\_height = 400

dis = pygame.display.set\_mode((dis\_width,dis\_height))

pygame.display.set\_caption("Snake game")

clock = pygame.time.Clock()

snake\_block = 10

snake\_speed = 5

font\_style = pygame.font.SysFont("calibri",25)

score\_font = pygame.font.SysFont("comicsans",34)

# print(pygame.font.get\_fonts())

def my\_score(score):

value = score\_font.render("Score: "+str(score),True,yellow)

dis.blit(value, [0,0])

def message(msg,color):

mssg = font\_style.render(msg,True,color)

dis.blit(mssg,[0,dis\_height/2])

def my\_snake(snake\_block,snake\_list):

for x in snake\_list:

pygame.draw.rect(dis,green,[x[0],x[1],snake\_block,snake\_block])

def main\_game():

game\_over = False

game\_close = False

x1 = dis\_width/2

y1 = dis\_height/2

x1\_change = 0

y1\_change = 0

snake\_list =[]

length\_snake = 1

foodx = round(random.randrange(0,dis\_width- snake\_block)/10.0)\*10.0

foody = round(random.randrange(0,dis\_height-snake\_block)/10.0)\*10.0

while not game\_over:

while game\_close == True:

dis.fill(white)

message("You lost! press p to play again q to quit",red)

my\_score(length\_snake - 1)

pygame.display.update()

for event in pygame.event.get():

if event.type == pygame.KEYDOWN:

if event.key == pygame.K\_q:

game\_over = True

game\_close = False

if event.key == pygame.K\_p:

main\_game()

for event in pygame.event.get():

if event.type == pygame.QUIT:

game\_over = True

if event.type == pygame.KEYDOWN:

if event.key == pygame.K\_LEFT:

x1\_change = -snake\_block

y1\_change = 0

elif event.key == pygame.K\_RIGHT:

x1\_change = snake\_block

y1\_change = 0

elif event.key == pygame.K\_UP:

x1\_change = 0

y1\_change = -snake\_block

elif event.key == pygame.K\_DOWN:

x1\_change = 0

y1\_change = snake\_block

if x1 >= dis\_width or x1 < 0 or y1 >= dis\_height or y1 < 0:

game\_close = True

x1 += x1\_change

y1 += y1\_change

dis.fill(black)

pygame.draw.rect(dis,red, [foodx,foody,snake\_block,snake\_block] )

snake\_size = []

snake\_size.append(x1)

snake\_size.append(y1)

snake\_list.append(snake\_size)

if len(snake\_list) > length\_snake:

del snake\_list[0]

my\_snake(snake\_block,snake\_list)

my\_score(length\_snake - 1)

pygame.display.update()

if x1 == foodx and y1 == foody:

foodx = round(random.randrange(0, dis\_width-snake\_block) / 10.0) \* 10.0

foody = round(random.randrange(0, dis\_height-snake\_block) / 10.0) \* 10.0

length\_snake +=1

clock.tick(snake\_speed)

pygame.quit()

quit()

main\_game()

