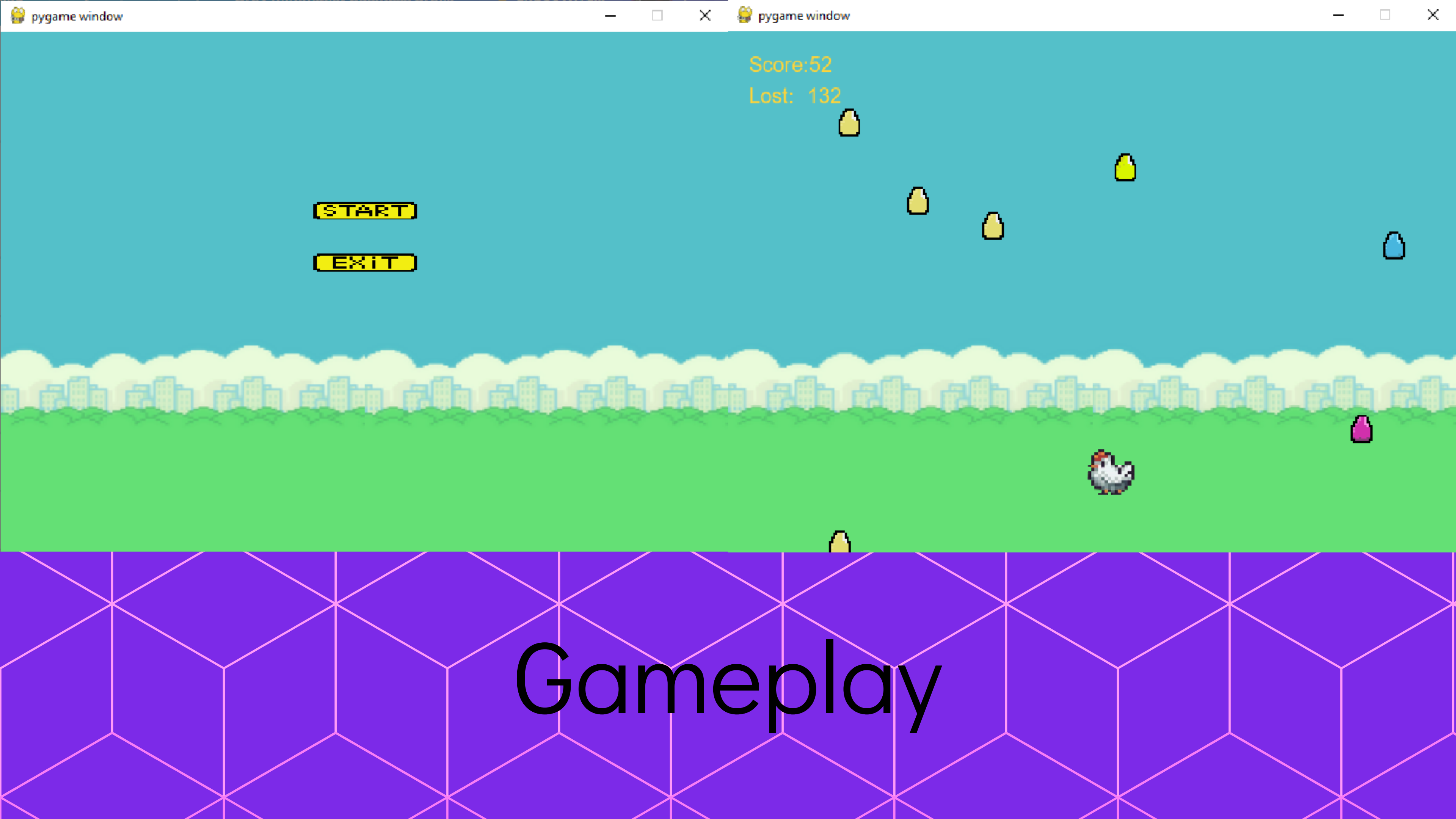




**MY
KOKOGAME**

KUKIZ



Gameplay

```

main.py
1 from pygame import *
2
3 from sprite import Player, Egg, GameSprite
4 from random import randint
5
6 window = display.set_mode((700,500))
7
8 background_image = image.load('bg.png')
9 background_image = transform.scale(background_image, (700,500))
10 game = True
11 clock = time.Clock()
12
13 btn1 = Button('start.png', 300,150,100,50)
14 btn2 = Button('exit.png', 300,200,100,50)
15
16 normaleggs = []
17 goldeneggs = []
18 diamondeggs = []
19 amethysteggs = []
20 run = False
21 hen = Player('kokohen.png',345,400,45,45,10)
22 for i in range(4):
23     normalegg = Egg('kokonormalegg.png',randint(80,650),randint(0,80),60,60,randint(1,2))
24     normaleggs.append(normalegg)
25 for i in range(1):
26     goldenegg = Egg('kokogoldenegg.png',randint(80,650),randint(0,80),60,60,randint(5,10))
27     goldeneggs.append(goldenegg)

```

Part of the code

Enother
one

```

main.py sprite.py
1 from pygame import *
2 from random import randint
3 class GameSprite(sprite.Sprite):
4     def __init__(self,image_name, x, y, width, height, speed):
5
6         self.image1 = transform.scale(image.load('kokohen.png'), (width, height))
7         self.image = transform.scale(image.load(image_name), (width, height))
8
9         self.image2 = transform.scale(image.load("kokohen_2.png"), (width, height))
10        self.rect = self.image1.get_rect()
11        self.rect.x = x
12        self.rect.y = y
13        self.speed = speed
14    def draw(self,window):
15        window.blit(self.image, (self.rect.x, self.rect.y))
16
17 class Player(GameSprite):
18
19     def move(self):
20         keys = key.get_pressed()
21         if keys[K_LEFT] == True and self.rect.x != 5:
22             self.rect.x = self.rect.x - self.speed
23             self.image = self.image1
24         elif keys[K_RIGHT] == True and self.rect.x != 645:
25             self.rect.x = self.rect.x + self.speed

```

DEMONIST RATATION

The image features a solid purple background. In the center, the words "DEMONIST" and "RATATION" are stacked in a bold, yellow, sans-serif font. The text has a subtle glow effect. Surrounding the text are various geometric elements: small white circles are scattered across the upper and lower portions of the frame. Several blue triangles of different sizes are positioned around the text, some pointing upwards and others downwards. A few orange triangles are also visible, particularly around the word "RATATION". The overall composition is abstract and modern.

THANK FOR ATTENTION