

**Logika**

НАЙБІЛЬША  
МІЖНАРОДНА ШКОЛА ПРОГРАМУВАННЯ  
ДЛЯ ДІТЕЙ В УКРАЇНІ

# FINAL PROJECT RELEASE

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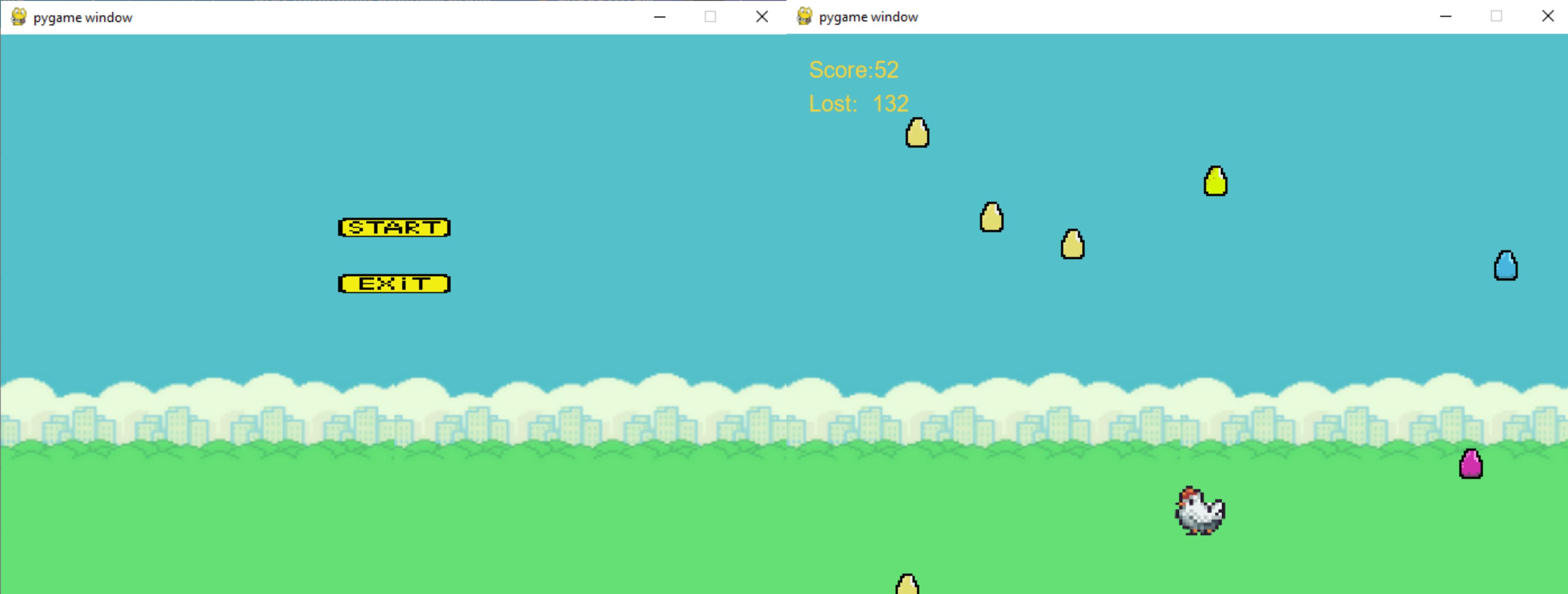
курс “Python Start” 2 рік





MY  
**KOKOGAME**

KUKI



# Gameplay

```
+ main.py
1 import pygame
2 from pygame.locals import *
3
4 from sprite import Player,Egg,GameSprite
5 from random import randint
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



```
+ 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         self.image1 = transform.scale(image.load('kokohen.png'), (width, height))
6         self.image = transform.scale(image.load(image_name), (width, height))
7
8         self.rect = self.image1.get_rect()
9         self.rect.x = x
10        self.rect.y = y
11        self.speed = speed
12
13    def draw(self,window):
14        window.blit(self.image, (self.rect.x, self.rect.y))
15
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
26            self.image = self.image2
```

**DEMONST  
RATION**

THANK FOR ATTENTION