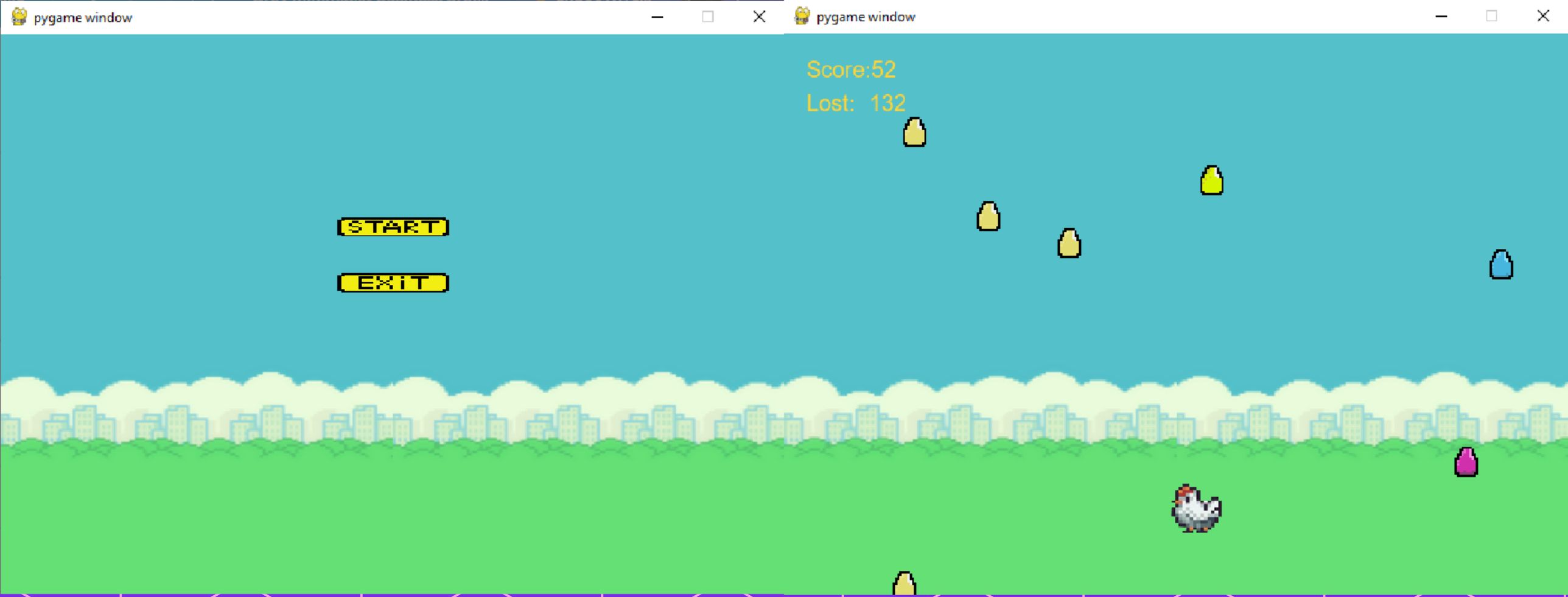
MY KOKOGAME

KUKIZ



Gameplay

main.py

```python
from sprite import Player,Egg,GameSprite
from random import randint
window = display.set_mode((700,500))

background_image = image.load('bg.png')
background_image = transform.scale(background_image, (700,500))
game = True
clock = time.Clock()

btn1 = Button('start.png', 300,150,100,50)
btn2 = Button('exit.png', 300,200,100,50)

normaleggs = []
goldeneggs = []
diamondeggs = []
amethysteggs = []
run = False
hen = Player('kokohen.png',345,400,45,45,10)
for i in range(4):
    normalegg = Egg('kokonormalegg.png',randint(80,650),randint(0,80),60,60,randint(1,2))
    normaleggs.append(normalegg)
for i in range(1):
    goldenegg = Egg('kokogoldenegg.png',randint(80,650),randint(0,80),60,60,randint(5,10))
    goldeneggs.append(goldenegg)
```

Part of the code

Enother one

main.py sprite.py

```python
from pygame import *
from random import randint
class GameSprite(sprite.Sprite):
    def __init__(self,image_name, x, y, width, height, spee

        self.image1 = transform.scale(image.load('kokohen.p
        self.image = transform.scale(image.load(image_name)

        self.image2 = transform.scale(image.load("kokohen_2
        self.rect = self.image1.get_rect()
        self.rect.x = x
        self.rect.y = y
        self.speed = speed
    def draw(self,window):
        window.blit(self.image, (self.rect.x, self.rect.y))

class Player(GameSprite):

    def move(self):
        keys = key.get_pressed()
        if keys[K_LEFT] == True and self.rect.x != 5:
            self.rect.x = self.rect.x - self.speed
            self.image = self.image1
        elif keys[K_RIGHT] == True and self.rect.x != 645:
```

DEMONSTRATION

THANK FOR ATTANTION