import turtle

import random

lives=5

game= turtle.Screen()

game.title('Egg Drop')

game.addshape('C:\Game project B\BG.gif') #line6

game.bgpic('C:\Game project B\BG.gif') #line7

game.setup(width=900, height=100)

#adding basket

#basket

basket= turtle.Turtle()

basket.speed(0)

game.addshape('C:\Game project B\BSS.gif') #line12

basket.shape('C:\Game project B\BSS.gif') #line13

basket.penup()

basket.goto(0,-200)

basket.direction='stop'

#instructions

egg= turtle.Turtle()

egg.speed(0)

egg.shape('circle')

egg.color('burlywood')

egg.shapesize(outline=14)

egg.penup()

egg.goto(-310,300)

text1=turtle.Turtle()

text1.penup()

text1.goto(-650,280)

style= ('Courier', 20, 'bold')

text1.color('red')

text1.write('Winning target : 15 eggs .',font=style, align='left', move='True')

turtle.hideturtle()

l=turtle.Turtle()

l.write('Lives:{}'.format(lives), font=style)

l.penup()

#falling eggs

eggs= turtle.Turtle()

eggs.speed(0)

eggs.shape('circle')

eggs.color('burlywood')

eggs.shapesize(outline=7)

eggs.penup()

eggs.goto(0,300)

eggs1= turtle.Turtle()

eggs1.speed(0)

eggs1.shape('circle')

eggs1.shapesize(outline=7)

eggs1.color('sienna')

eggs1.penup()

eggs1.goto(-140,255)

eggs2= turtle.Turtle()

eggs2.speed(0)

eggs2.shape('circle')

eggs2.color('sienna')

eggs2.shapesize(outline=7)

eggs2.penup()

eggs2.goto(180,245)

stop=turtle.Turtle()

def go\_left():

basket.direction='left'

def go\_right():

basket.direction='right'

#keyboard binding

game.listen()

game.onkeypress(go\_left,'Left')#keyboard keys

game.onkeypress(go\_right,'Right')

#main game loop

while lives>0:

#move basket

x=basket.xcor()

if basket.direction=='left':

x-=20

basket.setx(x)

elif x>650:

basket.direction=('stop')

if basket.direction=='right':

x+=20

basket.setx(x)

elif x<-650:

basket.direction=('stop')

#falling eggs

y= eggs.ycor()

y-=7

eggs.sety(y)

#check if off the screen

if y<-300:

x= random.randint(-650,650)

y= random.randint(300,400)

eggs.goto(x,y)

# check for the collision with basket

if eggs.distance(basket) < 30:

x= random.randint(-650,650)

y= random.randint(300,400)

eggs.goto(x,y)

lives+=1

if (eggs1.distance(basket) < 30):

x= random.randint(-650,650)

y= random.randint(300,400)

eggs1.goto(x,y)

lives-=1

if (eggs2.distance(basket) < 30):

x= random.randint(-650,650)

y= random.randint(300,400)

eggs2.goto(x,y)

lives-=1

#falling eggs1

y= eggs1.ycor()

y-=7

eggs1.sety(y)

#check if off the screen

if y<-300:

x= random.randint(-650,650)

y= random.randint(300,400)

eggs1.goto(x,y)

#falling eggs2

y= eggs2.ycor()

y-=7

eggs2.sety(y)

#check if off the screen

if y<-300:

x= random.randint(-650,650)

y= random.randint(300,400)

eggs2.goto(x,y)

#printing lives

style= ('Courier', 24, 'bold')

l.goto(250,300)

l.clear()

l.write('Lives:{}'.format(lives), font=style)

l.penup()

if lives==15:

style=('Algerian', 64, 'bold')

turtle.hideturtle()

stop.color('red')

stop.penup()

stop.goto(-250,-300)

stop.write('!!!YOU WON!!!', font=style)

break

else:

style= ('Casteller', 54, 'bold')

turtle.hideturtle()

stop.color('blue')

stop.penup()

stop.goto(-400,-300)

stop.write('YOU ARE OUT OF LIVES \n GAME OVER', font=style)

game.mainloop()