contoh script Python untuk game sederhana menggunakan library pygame. Game ini adalah “Tebak Warna” – pemain harus menekan tombol warna yang sesuai dengan teks yang muncul sebelum waktu habis.

**🎮 Game: Tebak Warna (Color Match Game)**

**Cara main:**

* Teks nama warna akan muncul di layar (misalnya: “MERAH”, “HIJAU”, dll.)
* Tapi warnanya bisa berbeda dari teksnya.
* Pemain harus menekan tombol sesuai warna tulisan (bukan teksnya).

**✅ Persiapan:**

Pastikan kamu sudah install pygame:

import pygame

import random

import sys

import time

# Inisialisasi pygame

pygame.init()

# Warna

colors = {

"MERAH": (255, 0, 0),

"HIJAU": (0, 255, 0),

"BIRU": (0, 0, 255),

"KUNING": (255, 255, 0)

}

color\_names = list(colors.keys())

# Ukuran layar

width, height = 600, 400

screen = pygame.display.set\_mode((width, height))

pygame.display.set\_caption("Tebak Warna")

# Font

font = pygame.font.SysFont(None, 72)

score\_font = pygame.font.SysFont(None, 36)

# Timer

game\_time = 30 # detik

start\_time = time.time()

# Skor

score = 0

# Fungsi untuk menampilkan teks

def draw\_text(text, color, y\_offset=0):

rendered = font.render(text, True, color)

rect = rendered.get\_rect(center=(width//2, height//2 + y\_offset))

screen.blit(rendered, rect)

def draw\_score(score):

text = score\_font.render(f"Skor: {score}", True, (255, 255, 255))

screen.blit(text, (10, 10))

# Game loop

running = True

current\_text = random.choice(color\_names)

current\_color = random.choice(color\_names)

while running:

screen.fill((0, 0, 0))

elapsed = time.time() - start\_time

if elapsed > game\_time:

running = False

continue

draw\_text(current\_text, colors[current\_color])

draw\_score(score)

pygame.display.flip()

for event in pygame.event.get():

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

if event.type == pygame.KEYDOWN:

key\_map = {

pygame.K\_r: "MERAH",

pygame.K\_g: "HIJAU",

pygame.K\_b: "BIRU",

pygame.K\_y: "KUNING"

}

if event.key in key\_map:

user\_choice = key\_map[event.key]

if user\_choice == current\_color:

score += 1

else:

score -= 1

current\_text = random.choice(color\_names)

current\_color = random.choice(color\_names)

# Game selesai

screen.fill((0, 0, 0))

draw\_text("Waktu Habis!", (255, 255, 255), -40)

draw\_text(f"Skor Akhir: {score}", (255, 255, 255), 40)

pygame.display.flip()

pygame.time.wait(3000)

pygame.quit()