

```
import pygame
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BLACK = (0, 0, 0)
WHITE = (255, 255, 255)
GREY1 = (192,192,192)
DRKGREY=(128,128,128)
RED=(146,10,10)
BLUE=(10,105,146)
ORANGE=(222,166,54)
BROWN = (153, 76, 0)
GREEN = (0, 255, 0)
PURPLE= (137,0,255)
LIGHTBLACK = (32,32,32)
YELLOWGREEN = (154,205,50)
SKYBLUE = (135,206,250)
LIGHTYELLOW = (255,255,51)
LIGHTWHITE = (240,240,240)
GREY = (128,128,128)
LIGHTGREEN = (0,25,51)
LIGHTGREY = (224,224,224)
PURPLE1 = (204,153,255)
DARKPURPLE = (51,0,102)
LIGHTBLUE = (153,153,255)
DARKBLUE = (3,18,111)
```

```
def rocket(y):
    pygame.draw.ellipse(screen, GREY1, [201,101+y,100,250])
    pygame.draw.ellipse(screen, BLUE, [227,186+y,47,47])
    pygame.draw.ellipse(screen, DRKGREY, [225,185+y,50,50], 4)
    pygame.draw.polygon(screen, DRKGREY, [[230,340+y],
[220,360+y], [270,340+y]])
    pygame.draw.polygon(screen, DRKGREY, [[270,340+y],
[220,360+y], [280,360+y]])

    #Fire
    pygame.draw.polygon(screen, ORANGE, [[220,360+y],
[280,360+y], [250,430+y]])
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    pygame.draw.polygon(screen, LIGHTYELLOW, [[230,360+y],
[270,360+y], [250,420+y]])

    pygame.draw.polygon(screen, RED, [[210,300+y], [200,360+y],
[230,340+y]])
    pygame.draw.polygon(screen, RED, [[210,300+y], [190,340+y],
[200,360+y]])
    pygame.draw.polygon(screen, RED, [[200,360+y], [190,340+y],
[190,390+y]])
    pygame.draw.polygon(screen, RED, [[290,300+y], [270,340+y],
[300,360+y]])
    pygame.draw.polygon(screen, RED, [[290,300+y], [300,360+y],
[310,340+y]])
    pygame.draw.polygon(screen, RED, [[310,340+y], [300,360+y],
[310,390+y]])
    pygame.draw.polygon(screen, RED, [[245,300+y], [255,300+y],
[250,390+y]])
    pygame.draw.line(screen, RED, [208, 158+y], [292, 158+y], 7)
    font = pygame.font.SysFont('Bell Gothic Std Black', 25,
True, False)

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    text = font.render("F",True,PURPLE)
    screen.blit(text, [246, 240+y])
    text = font.render("S",True,PURPLE)
    screen.blit(text, [246, 260+y])
    text = font.render("3",True,PURPLE)
    screen.blit(text, [246, 280+y])

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pygame.init()

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size = (639, 399)
screen = pygame.display.set_mode(size)

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```

pygame.display.set_caption("My Rocketship")

```

```

done = False

clock = pygame.time.Clock()

ellipse_x=201
ellipse_y = 101

#-----Countdown loop-----
count =10

# ----- Main Program Loop -----
while not done:
    # --- Main event loop
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            done = True

    # --- Game logic should go here

    # --- Drawing code should go here

    # First, clear the screen to white. Don't put other drawing
    commands
    # above this, or they will be erased with this command.
    screen.fill(WHITE)

    font = pygame.font.SysFont('Source Code Pro', 300, True,
    False)
    secondFont = pygame.font.SysFont('Source Code Pro', 75,
    True, False)

    # Render the text. "True" means anti-aliased text.
    # Black is the color. The variable BLACK was defined
    # above as a list of [0, 0, 0]
    # Note: This line creates an image of the letters,
    # but does not put it on the screen yet.

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    if count<0:
        done=True
    else:
        text = font.render(str(count),True,BLACK)
        count=count-1
        # Put the image of the text on the screen at 250x250
        screen.blit(text, [250, 150])
        afterText = secondFont.render(str("Time untill
LIFTOFF:"),True,RED)
        screen.blit(afterText, [20, 50])
        # --- Go ahead and update the screen with what we've drawn.
        pygame.display.flip()

        # --- Limit to 60 frames per second
        clock.tick(1)
        if count==0:
            done=True

done=False
ellipse_x = 201
ellipse_y = 101

#for a in range(100):
#    clock.tick(60)

i=1

#-----Scene 1 loop-----
for ellipse_y in range(399,-200,-10):
    screen.fill(BLACK)
    #Background
    pygame.draw.rect(screen,SKYBLUE,[0,0,699,390],0)
    pygame.draw.rect(screen,YELLOWGREEN,[0,320,699,399],0)

```

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pygame.draw.ellipse(screen, LIGHTWHITE, [100,45,48,42], 0)
pygame.draw.ellipse(screen, LIGHTWHITE, [130,35,48,42], 0)
pygame.draw.ellipse(screen, LIGHTWHITE, [150,45,48,42], 0)
pygame.draw.ellipse(screen, LIGHTWHITE, [130,50,48,42], 0)
pygame.draw.ellipse(screen, LIGHTWHITE, [460,45,48,42], 0)
pygame.draw.ellipse(screen, LIGHTWHITE, [490,35,48,42], 0)
pygame.draw.ellipse(screen, LIGHTWHITE, [520,45,48,42], 0)
pygame.draw.ellipse(screen, LIGHTWHITE, [550,42,48,42], 0)
#NASA Building
pygame.draw.rect(screen,LIGHTGREEN,[500,170,540,190],0)
pygame.draw.line(screen, LIGHTGREY, [500, 220], [699, 220],
2)
pygame.draw.rect(screen,LIGHTGREY,[540,228,105,130],2)
pygame.draw.line(screen, LIGHTGREY, [592, 228], [592, 356],
2)
#Rocketship Stand
pygame.draw.rect(screen,DARKPURPLE,[0,50,20,349],0)

pygame.draw.polygon(screen,LIGHTBLACK,[[0,50],[10,20],[20,50]],0
)
pygame.draw.rect(screen,GREY,[0,389,400,10],0)
pygame.draw.rect(screen,DARKPURPLE,[50,50,10,340],0)
pygame.draw.rect(screen,GREY,[0,50,60,10],0)
pygame.draw.line(screen,GREY, [20,60],[50,100],5)
pygame.draw.line(screen,GREY, [20,100],[50,60],5)
pygame.draw.line(screen,GREY, [20,100],[50,140],5)
pygame.draw.line(screen,GREY, [20,140],[50,100],5)
pygame.draw.line(screen,GREY, [20,140],[50,180],5)
pygame.draw.line(screen,GREY, [20,180],[50,140],5)
pygame.draw.line(screen,GREY, [20,180],[50,220],5)
pygame.draw.line(screen,GREY, [20,220],[50,180],5)
pygame.draw.line(screen,GREY, [20,220],[50,260],5)
pygame.draw.line(screen,GREY, [20,260],[50,220],5)
pygame.draw.line(screen,GREY, [20,260],[50,300],5)
pygame.draw.line(screen,GREY, [20,300],[50,260],5)
pygame.draw.line(screen,GREY, [20,300],[50,340],5)
pygame.draw.line(screen,GREY, [20,340],[50,300],5)

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pygame.draw.line(screen,GREY, [20,340],[50,380],5)
pygame.draw.line(screen,GREY, [20,380],[50,340],5)
pygame.draw.rect(screen,GREY,[0,380,60,10],0)
pygame.draw.rect(screen,LIGHTBLUE,[120,350,65,39],0)
pygame.draw.rect(screen,LIGHTBLUE,[315,350,85,39],0)
pygame.draw.line(screen,LIGHTGREEN, [60,352],[120,352],5)
pygame.draw.line(screen,LIGHTGREEN, [60,386],[120,386],5)
pygame.draw.line(screen,LIGHTGREEN, [60,370],[120,370],5)
pygame.draw.line(screen,LIGHTGREEN, [62,352],[62,386],5)
pygame.draw.rect(screen,GREY,[60,200,130,20],0)

font = pygame.font.SysFont('Calibri', 25, True, False)
text = font.render("NASA",True,LIGHTGREY)
screen.blit(text, [560, 200])

#Rocketship
rocket(ellipse_y)

pygame.display.flip()
if i==1:
    clock.tick(1);
    i=2
else:
    clock.tick(60)

#-----start of scene 2

for ellipse_y in range(399,-200,-10):
    screen.fill(SKYBLUE)
    #Background
    pygame.draw.ellipse(screen, LIGHTGREY, [100,45,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [130,35,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [150,45,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [130,50,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [460,45,48,44], 0)

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pygame.draw.ellipse(screen, LIGHTGREY, [490,35,48,44], 0)
pygame.draw.ellipse(screen, LIGHTGREY, [520,45,48,44], 0)
pygame.draw.ellipse(screen, LIGHTGREY, [550,42,48,44], 0)
pygame.draw.ellipse(screen, LIGHTGREY, [100,250,48,44], 0)
pygame.draw.ellipse(screen, LIGHTGREY, [130,240,48,44], 0)
pygame.draw.ellipse(screen, LIGHTGREY, [150,250,48,44], 0)
pygame.draw.ellipse(screen, LIGHTGREY, [130,240,48,44], 0)
pygame.draw.ellipse(screen, LIGHTGREY, [460,250,48,44], 0)
pygame.draw.ellipse(screen, LIGHTGREY, [490,240,48,44], 0)
pygame.draw.ellipse(screen, LIGHTGREY, [520,250,48,44], 0)
pygame.draw.ellipse(screen, LIGHTGREY, [550,240,48,44], 0)

#Rocketship
rocket(ellipse_y)

ellipse_y -= 10

pygame.display.flip()
clock.tick(60)
#-----Start of scene 3

for ellipse_y in range(399,-200,-10):
    screen.fill(SKYBLUE)
    #Background
    pygame.draw.ellipse(screen, LIGHTGREY, [150,80,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [180,70,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [200,80,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [180,90,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [200,250,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [230,240,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [250,250,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [230,240,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [460,200,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [490,190,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [520,200,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [550,190,48,44], 0)

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#Rocketship
rocket(ellipse_y)

ellipse_y -= 10

pygame.display.flip()
clock.tick(60)

#-----Start of scene 4

for ellipse_y in range(399,-200,-10):
    screen.fill(LIGHTBLUE)
    #Background
    pygame.draw.ellipse(screen, LIGHTGREY, [300,250,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [330,240,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [350,250,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [330,240,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [440,210,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [470,200,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [500,210,48,44], 0)
    pygame.draw.ellipse(screen, LIGHTGREY, [530,200,48,44], 0)

    #Rocketship
    rocket(ellipse_y)

    ellipse_y -= 10

    pygame.display.flip()
    clock.tick(60)

#-----Start of scene 5

for ellipse_y in range(399,-200,-10):
    screen.fill(LIGHTBLUE)
    #Rocketship
    rocket(ellipse_y)

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    ellipse_y -= 10

    pygame.display.flip()
    clock.tick(60)

#-----Start of scene 6

for ellipse_y in range(399,-200,-10):
    screen.fill(BLUE)
    #Rocketship
    rocket(ellipse_y)

    ellipse_y -= 10

    pygame.display.flip()
    clock.tick(60)

#-----Start of scene 7

for ellipse_y in range(399,-200,-10):
    screen.fill(DARKBLUE)
    #Rocketship
    rocket(ellipse_y)

    ellipse_y -= 10

    pygame.display.flip()
    clock.tick(60)

#-----Start of scene 8

for ellipse_y in range(399,-200,-10):
    screen.fill(LIGHTBLACK)
    #Rocketship
    rocket(ellipse_y)

    ellipse_y -= 10

```

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pygame.display.flip()
clock.tick(60)

#-----Start of scene 9

for ellipse_y in range(399,-200,-10):
    screen.fill(BLACK)
    #Rocketship
    rocket(ellipse_y)

    ellipse_y -= 10

    pygame.display.flip()
    clock.tick(60)

#-----Start of scene 10

for ellipse_y in range(399,-200,-10):
    screen.fill(BLACK)
    #Background
    pygame.draw.circle(screen, WHITE, [400, -100], 150)

    #Rocketship
    rocket(ellipse_y)

    ellipse_y -= 5

    pygame.display.flip()
    clock.tick(60)

#-----Start of scene 10

for ellipse_y in range(399,-200,-10):
    screen.fill(BLACK)
    #Background
    pygame.draw.circle(screen, WHITE, [400, -50], 200)

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#Rocketship
rocket(ellipse_y)

ellipse_y -= 5

pygame.display.flip()
clock.tick(60)

#-----Start of scene 11

for ellipse_y in range(399,-200,-10):
    screen.fill(BLACK)
    #Background
    pygame.draw.circle(screen, WHITE, [420, -20], 250)

    #Rocketship
    rocket(ellipse_y)

    ellipse_y -= 5

    pygame.display.flip()
    clock.tick(60)

#-----Start of scene 12

for ellipse_y in range(399,-200,-10):
    screen.fill(BLACK)
    #Background
    pygame.draw.circle(screen, WHITE, [260, 150], 250)

    #Rocketship
    rocket(ellipse_y)

    ellipse_y -= 50

    pygame.display.flip()

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        clock.tick(60)

#-----Start of scene 13

for ellipse_y in range(399,-200,-10):
    screen.fill(BLACK)
    #Background
    pygame.draw.circle(screen, WHITE, [260, 150], 1)
    pygame.draw.circle(screen, WHITE, [313, 333], 1)
    pygame.draw.circle(screen, WHITE, [599, 330], 1)
    pygame.draw.circle(screen, WHITE, [276, 189], 1)
    pygame.draw.circle(screen, WHITE, [623, 276], 1)
    pygame.draw.circle(screen, WHITE, [521, 59], 1)
    pygame.draw.circle(screen, WHITE, [83, 111], 1)
    pygame.draw.circle(screen, WHITE, [201, 33], 1)
    pygame.draw.circle(screen, WHITE, [55, 340], 1)
    pygame.draw.circle(screen, WHITE, [99, 209], 1)
    pygame.draw.circle(screen, WHITE, [159, 112], 1)

    #Rocketship
    rocket(ellipse_y)

    ellipse_y -= 5

    pygame.display.flip()
    clock.tick(60)

#-----Start of scene 14

for ellipse_y in range(399,-200,-10):
    screen.fill(BLACK)
    #Background
    pygame.draw.circle(screen, ORANGE, [250, -50], 150)
    pygame.draw.circle(screen, WHITE, [260, 150], 1)
    pygame.draw.circle(screen, WHITE, [313, 333], 1)
    pygame.draw.circle(screen, WHITE, [599, 330], 1)
    pygame.draw.circle(screen, WHITE, [276, 189], 1)

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pygame.draw.circle(screen, WHITE, [623, 276], 1)
pygame.draw.circle(screen, WHITE, [521, 59], 1)
pygame.draw.circle(screen, WHITE, [83, 111], 1)
pygame.draw.circle(screen, WHITE, [55, 340], 1)
pygame.draw.circle(screen, WHITE, [99, 209], 1)
pygame.draw.circle(screen, WHITE, [159, 112], 1)

#Rocketship
rocket(ellipse_y)

ellipse_y -= 5

pygame.display.flip()
clock.tick(60)

#-----Start of scene 15

for ellipse_y in range(399,-200,-10):
    screen.fill(BLACK)
    #Background
    pygame.draw.circle(screen, ORANGE, [250, -10], 200)
    pygame.draw.circle(screen, WHITE, [213, 370], 1)
    pygame.draw.circle(screen, WHITE, [599, 330], 1)
    pygame.draw.circle(screen, WHITE, [623, 276], 1)
    pygame.draw.circle(screen, WHITE, [521, 59], 1)

    #Rocketship
    rocket(ellipse_y)

    ellipse_y -= 5

    pygame.display.flip()
    clock.tick(60)

#-----Start of scene 16

for ellipse_y in range(399,-200,-10):

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screen.fill(BLACK)
#Background
pygame.draw.circle(screen, ORANGE, [250, 150], 250)

#Rocketship
rocket(ellipse_y)

ellipse_y -= 50

pygame.display.flip()
clock.tick(60)

#-----Start of scene 17

for ellipse_y in range(399,-200,-10):
    screen.fill(BLACK)
    #Background
    pygame.draw.rect(screen, ORANGE, [0, 350, 660, 60])

    #Rocketship
    pygame.draw.ellipse(screen, GREY1, [201,101,100,250])
    pygame.draw.ellipse(screen, BLUE, [227,186,47,47])
    pygame.draw.ellipse(screen, DRKGREY, [225,185,50,50], 4)
    pygame.draw.polygon(screen, DRKGREY, [[230,340], [220,360],
[270,340]])
    pygame.draw.polygon(screen, DRKGREY, [[270,340], [220,360],
[280,360]])

    pygame.draw.polygon(screen, RED, [[210,300], [200,360],
[230,340]])
    pygame.draw.polygon(screen, RED, [[210,300], [190,340],
[200,360]])
    pygame.draw.polygon(screen, RED, [[200,360], [190,340],
[190,390]])
    pygame.draw.polygon(screen, RED, [[290,300], [270,340],
[300,360]])

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    pygame.draw.polygon(screen, RED, [[290,300], [300,360],
[310,340]])
    pygame.draw.polygon(screen, RED, [[310,340], [300,360],
[310,390]])
    pygame.draw.polygon(screen, RED, [[245,300], [255,300],
[250,390]])
    pygame.draw.line(screen, RED, [208, 158], [292, 158], 7)
    font = pygame.font.SysFont('Bell Gothic Std Black', 25,
True, False)

    text = font.render("F",True,PURPLE)
    screen.blit(text, [246, 240])
    text = font.render("S",True,PURPLE)
    screen.blit(text, [246, 260])
    text = font.render("3",True,PURPLE)
    screen.blit(text, [246, 280])

    #Flag
    pygame.draw.line(screen, GREY, [500,370], [500, 250], 5)
    pygame.draw.line(screen, SKYBLUE, [550,255], [500, 255], 50)

    pygame.display.flip()
    clock.tick(60)

#-----End of scenes

pygame.quit()

```