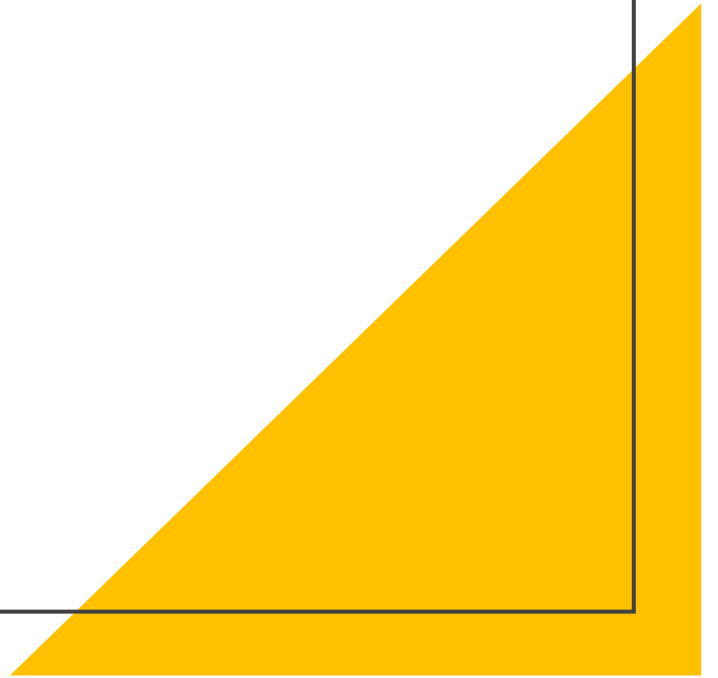


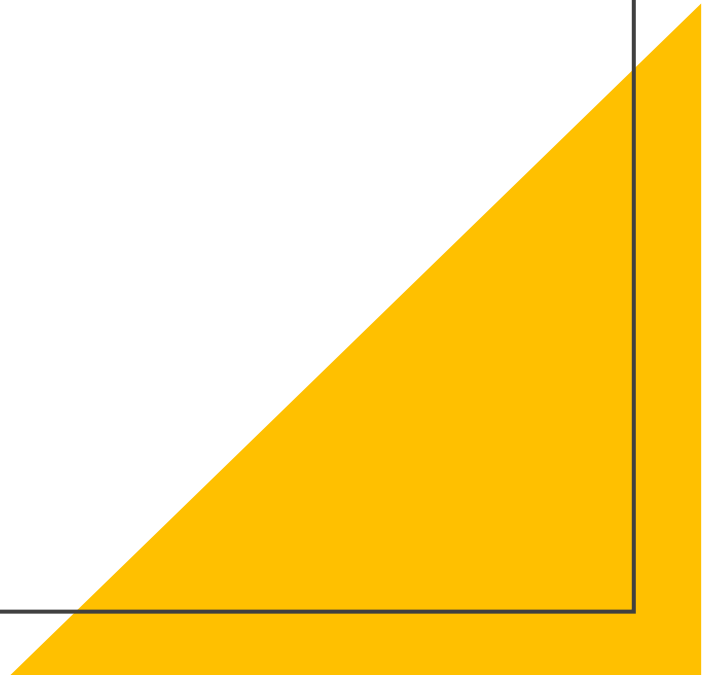
# Cuttin' up

By Ryder Magobet



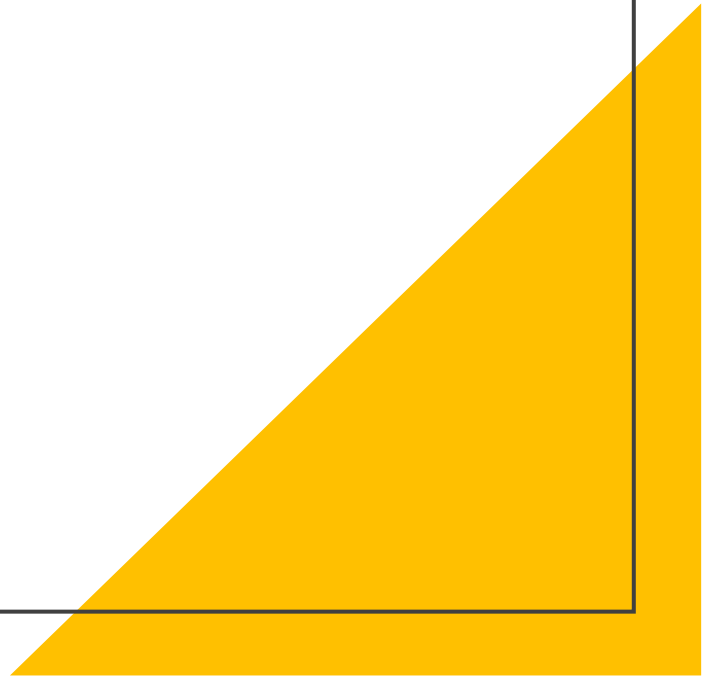
# Inspirations:

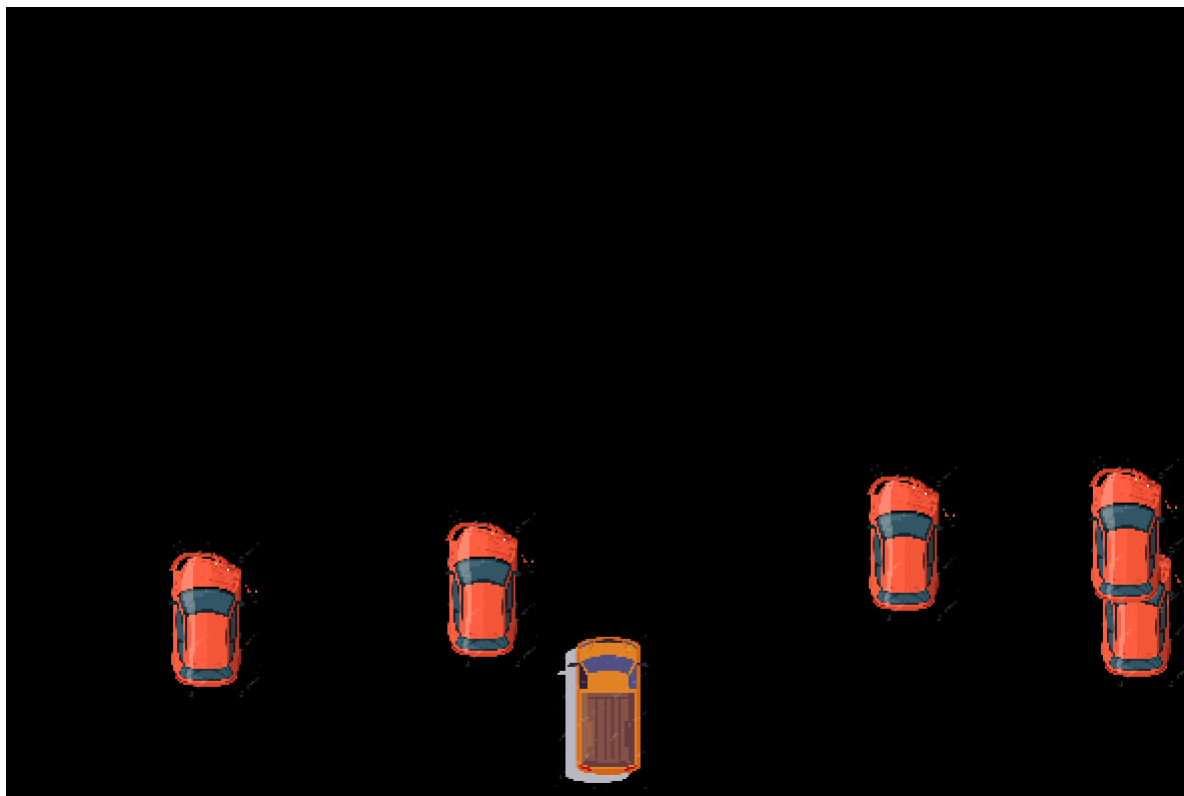
- Always liked Car Racing games
- Cars have always been my passion
- Racing is very fun













# Goals

- Speed gets faster and faster
- Fun
- Difficult but not too hard
- Have other cars on the road
- Use code I have never used before





Code:

 ambulance_animation	File folder
 Police_animation	File folder
 Ambulance	PNG File
 Audi	PNG File
 Black_viper	PNG File
 Car	PNG File
 Mini_truck	PNG File
 Mini_van	PNG File
 Police	PNG File
 preview_carspritespack	JPG File

# Code:

```
# Load images
car_image = pygame.image.load("Car.png")
enemy_image = pygame.image.load("enemy.png")

# Player car class
class PlayerCar(pygame.sprite.Sprite):
    def __init__(self):
        super().__init__()
        self.image = pygame.transform.scale(car_image, (car_width, car_height))
        self.rect = self.image.get_rect()
        self.rect.center = (width // 2, height - 50)
```

```
# Enemy car class
class EnemyCar(pygame.sprite.Sprite):
    def __init__(self):
        super().__init__()
        self.image = pygame.transform.scale(enemy_car_image, (width, enemy_height))
        self.rect = self.image.get_rect()
        self.rect.x = random.randint(0, width - enemy_width)
        self.rect.y = random.randint(-height, -enemy_height)

    def update(self):
        self.rect.y += speed
        if self.rect.y > height:
            self.rect.x = random.randint(0, width - enemy_width)
            self.rect.y = random.randint(-height, -enemy_height)
```

# Code:

# Sources:

- <https://www.youtube.com/watch?v=XDM6UmnMCDE>
- <https://www.geeksforgeeks.org/car-race-game-in-pygame/>
- <https://stackoverflow.com/questions/72763828/i-want-to-make-a-simple-car-game-using-while-loop>
- Mr. Cozort