Cuttin' up

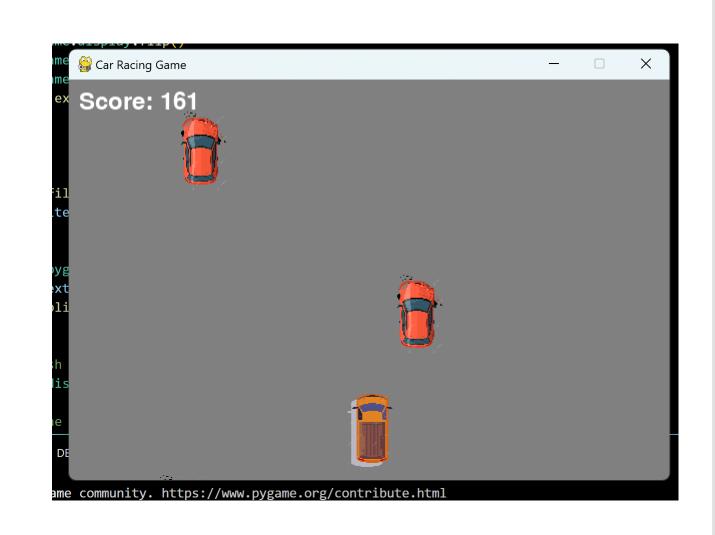
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Inspirations:

- 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:

Code:

```
# 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)
    def update(self):
        keys = pygame.key.get_pressed()
        if keys[pygame.K_LEFT] and self.rect.left > 0:
            self.rect.x -= speed
        if keys[pygame.K_RIGHT] and self.rect.right < width:</pre>
            self.rect.x += speed
# Enemy car class
class EnemyCar(pygame.sprite.Sprite):
    def __init__(self):
        super().__init__()
        self.image = pygame.transform.scale(enemy_image, (enemy_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)
```

```
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
```

```
# 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)
```

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