Archery king game code

import graphics

from graphics import \*

import math

win = GraphWin("Archery Target", 500,500)

win.setBackground('gold')

win.setCoords(-250, -250, 250, 250)

cen = Point(0,0)

msg = Text(Point(0,230), 'Click to hit the target.')

msg.setFill('blue')

msg.draw(win)

def score\_text(): #put the score numbers on the target

v = 190

z = 18

bullseye = Text(Point(0,0), 'x')

bullseye.setSize(14)

bullseye.draw(win)

for i in range(1,11):

score\_number = Text(Point(0,v), i)

score\_number.setSize(z)

score\_number.setFill('blue')

score\_number.draw(win)

v = v - 19

z -= 1

def hit\_target(): #draw a circle where the user clicks and add to the count

count = 0

for i in range(10):

p = win.getMouse()

x = p.getX()

y = p.getY()

p = Circle(Point(x,y),4)

p.setFill('purple')

p.draw(win)

d = x\*2 + y\*2

string = 'You hit the target. Score is %s.'

if d > 200\*\*2:

msg.setText(('You missed the target. Score is %s.' %count))

elif d <= 10\*\*2:

count += 11

msg.setText(('Congrats! You hit the bulls-eye. Score is %s.' %count))

elif d <= 29\*\*2:

count += 10

message = msg.setText((string %count))

elif d <= 48\*\*2:

count += 9

message = msg.setText((string %count))

elif d <= 67\*\*2:

count += 8

message = msg.setText((string %count))

elif d <= 86\*\*2:

count += 7

message = msg.setText((string %count))

elif d <= 105\*\*2:

count += 6

message = msg.setText((string %count))

elif d <= 124\*\*2:

count += 5

message = msg.setText((string %count))

elif d <= 143\*\*2:

count += 4

message = msg.setText((string %count))

elif d <= 162\*\*2:

count += 3

message = msg.setText((string %count))

elif d <= 181\*\*2:

count += 2

message = msg.setText((string %count))

elif d <= 200\*\*2:

count += 1

message = msg.setText((string %count))

msg.setText('Game over. Score is %s. Click anywhere to quit.' %count)

win.getMouse()

win.close()

return count

def main():

#draw the target

rad = 200

color = ['white', 'black', 'cyan3', 'red', 'yellow']

for i in range(5):

for j in range(2):

c = Circle(cen, rad)

c.setFill(color[i])

c.setOutline('gray')

c.setWidth('2')

c.draw(win)

rad = (rad - 19)

#draw the bull's-eye

center = Circle(cen,10)

center.setOutline('gray')

center.setWidth('2')

center.draw(win)

score\_text()

hit\_target()

if \_name\_ == '\_main\_':

main()