import pygame, TankSprites, random

pygame.init()

screen = pygame.display.set\_mode((680, 480))

def main():

background = pygame.Surface(screen.get\_size())

#background = pygame.image.load("blackwhite.png")

background = background.convert()

background.fill((195, 195 , 195))

screen.blit(background, (0, 0))

enemy = TankSprites.Enemy(12, 8)

bullet = TankSprites.Bullet()

bullet2 = TankSprites.Bullet2()

player = TankSprites.Player()

score = TankSprites.ScoreKeeper()

runner = TankSprites.Runner()

explosion = TankSprites.Explosion(runner.rect.centerx, runner.rect.centery, 1)

bricks\_top = []

bricks\_right = []

bricks\_down = []

bricks\_left = []

bottom\_row = pygame.sprite.Group()

top\_row = pygame.sprite.Group()

right\_col = pygame.sprite.Group()

left\_col = pygame.sprite.Group()

bulletsGroup = pygame.sprite.Group()

bulletsGroup2 = pygame.sprite.Group()

runnerGroup = pygame.sprite.Group()

explosionGroup = pygame.sprite.Group()

for row in range(17):

bricks\_top.append(TankSprites.Brick(row, 0))

top\_row.add(bricks\_top)

for col in range(12):

bricks\_left.append(TankSprites.Brick(0,col))

#brick = TankSprites.Brick(0, col)

left\_col.add(bricks\_left)

for row in range(17):

bricks\_down.append(TankSprites.Brick(row, 11))

#brick = TankSprites.Brick(row, 11)

bottom\_row.add(bricks\_down)

for col in range(12):

bricks\_right.append(TankSprites.Brick(16, col))

#brick = TankSprites.Brick(16, col)

right\_col.add(bricks\_right)

del bricks\_top[8]

del bricks\_left[5]

del bricks\_right[5]

del bricks\_down[8]

enemyGroup = pygame.sprite.Group(enemy)

bricksGroup = pygame.sprite.Group(bricks\_top, bricks\_left, bricks\_down, bricks\_right)

allSprites = pygame.sprite.Group(player, bricksGroup, bulletsGroup, bulletsGroup2, enemyGroup, score, explosionGroup)

clock = pygame.time.Clock()

keepGoing = True

points = 1

ammo = 20

time = 0

check = 1

while keepGoing:

# TIME

clock.tick(30)

lottery = random.randrange(1,5)

attack = random.randrange(1, 150)

spawn = random.randrange(0,50)

# EVENT HANDLING: Player 1 uses joystick, Player 2 uses arrow keys

for event in pygame.event.get():

if event.type == pygame.QUIT:

keepGoing = False

elif event.type == pygame.JOYHATMOTION:

player1.change\_direction(event.value)

elif event.type == pygame.KEYDOWN:

if event.key == pygame.K\_UP:

player.go\_up()

if event.key == pygame.K\_DOWN:

player.go\_down()

if event.key == pygame.K\_LEFT:

player.go\_left()

if event.key == pygame.K\_RIGHT:

player.go\_right()

if ammo > 0:

if event.key == pygame.K\_w:

bullet = TankSprites.Bullet()

bullet.rect.centerx = player.rect.centerx

bullet.rect.centery = player.rect.centery

bullet.shoot\_up()

allSprites.add(bullet)

bulletsGroup.add(bullet)

ammo -= 1

score.lose\_ammo()

if event.key == pygame.K\_s:

bullet = TankSprites.Bullet()

bullet.rect.centerx = player.rect.centerx

bullet.rect.centery = player.rect.centery

bullet.shoot\_down()

allSprites.add(bullet)

bulletsGroup.add(bullet)

ammo -= 1

score.lose\_ammo()

if event.key == pygame.K\_d:

bullet = TankSprites.Bullet()

bullet.rect.centerx = player.rect.centerx

bullet.rect.centery = player.rect.centery

bullet.shoot\_right()

allSprites.add(bullet)

bulletsGroup.add(bullet)

ammo -= 1

score.lose\_ammo()

if event.key == pygame.K\_a:

bullet = TankSprites.Bullet()

bullet.rect.centerx = player.rect.centerx

bullet.rect.centery = player.rect.centery

bullet.shoot\_left()

allSprites.add(bullet)

bulletsGroup.add(bullet)

ammo -= 1

score.lose\_ammo()

if ammo == 0:

#print "time:" + str(time)

time += 1

if time == 20:

score.reset\_ammo()

ammo = 20

time = 0

hit\_list = pygame.sprite.spritecollide(player, bricksGroup, False)

if pygame.sprite.spritecollide(player, top\_row, False):

player.stop\_up()

if pygame.sprite.spritecollide(player, left\_col, False):

player.stop\_left()

if pygame.sprite.spritecollide(player, bottom\_row, False):

player.stop\_down()

if pygame.sprite.spritecollide(player, right\_col, False):

player.stop\_right()

pygame.sprite.spritecollide(player, bricksGroup, False)

for bullet in bulletsGroup:

if pygame.sprite.spritecollide(bullet, bricksGroup, False):

bulletsGroup.remove(bullet)

allSprites.remove(bullet)

for bullet2 in bulletsGroup2:

if pygame.sprite.spritecollide(bullet2, bricksGroup, False):

bulletsGroup2.remove(bullet2)

allSprites.remove(bullet2)

for bullet2 in bulletsGroup2:

if pygame.sprite.spritecollide(bullet2, runnerGroup, False):

bulletsGroup2.remove(bullet2)

allSprites.remove(bullet2)

for enemy in enemyGroup:

if enemy.rect.bottom == (11 \* 40) and enemy.rect.left == (8 \* 40):

enemy.go\_left()

if enemy.rect.top == (5 \* 40) and enemy.rect.left == (1 \* 40):

enemy.go\_up()

if enemy.rect.top == (1 \* 40) and enemy.rect.left == (8 \* 40):

enemy.go\_right()

if enemy.rect.top == (5 \* 40) and enemy.rect.right == (16 \* 40):

enemy.go\_down()

if enemy.rect.bottom == (11 \* 40) and enemy.rect.left == (1 \* 40):

enemy.go\_up()

if enemy.rect.top == (1 \* 40) and enemy.rect.left == (1 \* 40):

enemy.go\_right()

if enemy.rect.top == (1 \* 40) and enemy.rect.right == (16 \* 40):

enemy.go\_down()

if enemy.rect.bottom == (11 \* 40) and enemy.rect.right == (16 \* 40):

enemy.go\_left()

first = 1

for bullet in bulletsGroup:

enemy\_hit = pygame.sprite.spritecollide(bullet, enemyGroup, False)

for enemy in enemyGroup:

for enemy in enemy\_hit:

bulletsGroup.remove(bullet)

allSprites.remove(bullet)

if lottery == 1:

enemy.reset(12, 8)

enemy.go\_up()

if lottery == 2:

enemy.reset(5, -1)

enemy.go\_right()

if lottery == 3:

enemy.reset(-1, 8)

enemy.go\_down()

if lottery == 4:

enemy.reset(5, 18)

enemy.go\_left()

#enemy.reset(lottery)

if first == 1:

score.scored()

first = 2

for bullet2 in bulletsGroup2:

if player.rect.colliderect(bullet2):

#if pygame.sprite.spritecollide(player, bullet2, False):

score.lose\_armor()

bulletsGroup2.remove(bullet2)

allSprites.remove(bullet2)

for enemy in enemyGroup:

if player.rect.colliderect(enemy):

explosion = TankSprites.Explosion(enemy.rect.centerx + 10, enemy.rect.centery + 10, 2)

explosionGroup.add(explosion)

allSprites.add(explosion)

score.scored()

score.lose\_armor()

if lottery == 1:

enemy.reset(12, 8)

enemy.go\_up()

if lottery == 2:

enemy.reset(5, -1)

enemy.go\_right()

if lottery == 3:

enemy.reset(-1, 8)

enemy.go\_down()

if lottery == 4:

enemy.reset(5, 18)

enemy.go\_left()

#enemy.reset(lottery)

first2 = 1

for bullet in bulletsGroup:

runner\_hit = pygame.sprite.spritecollide(bullet, runnerGroup, False)

for runner in runner\_hit:

bulletsGroup.remove(bullet)

allSprites.remove(bullet)

runner.kill()

if first2 == 1:

score.scored()

first = 2

for runner in runnerGroup:

if player.rect.colliderect(runner):

explosion = TankSprites.Explosion(runner.rect.centerx, runner.rect.centery, 1)

explosionGroup.add(explosion)

allSprites.add(explosion)

score.scored()

score.lose\_armor()

if lottery == 4:

runner.reset(5, -1)

runner.go\_right()

if lottery == 3:

runner.reset(12, 8)

runner.go\_up()

if lottery == 2:

runner.reset(-1, 8)

runner.go\_down()

if lottery == 1:

runner.reset(5, 18)

runner.go\_left()

once = 1

if once == 1:

if score.get\_score() == points:

print "check" + str(check)

check += 1

enemy = TankSprites.Enemy(12, 8)

enemyGroup.add(enemy)

allSprites.add(enemy)

if lottery == 1:

enemy.reset(5, -1)

enemy.go\_right()

if lottery == 2:

enemy.reset(12, 8)

enemy.go\_up()

if lottery == 4:

enemy.reset(-1, 8)

enemy.go\_down()

if lottery == 3:

enemy.reset(5, 18)

enemy.go\_left()

points += 10

#enemy.reset(lottery)

once = 2

#for enemy in enemyGroup:

if attack == 13:

for enemy in enemyGroup:

bullet2 = TankSprites.Bullet2()

bullet2.rect.centerx = enemy.rect.centerx

bullet2.rect.centery = enemy.rect.centery

bullet2.shoot\_enemy(player.rect.centerx, player.rect.centery, enemy.rect.centerx, enemy.rect.centery)

allSprites.add(bullet2)

bulletsGroup2.add(bullet2)

if spawn == 15:

runner = TankSprites.Runner()

runnerGroup.add(runner)

allSprites.add(runner)

if lottery == 4:

runner.reset(5, -1)

runner.go\_right()

if lottery == 3:

runner.reset(12, 8)

runner.go\_up()

if lottery == 2:

runner.reset(-1, 8)

runner.go\_down()

if lottery == 1:

runner.reset(5, 18)

runner.go\_left()

# REFRESH SCREEN

allSprites.clear(screen, background)

allSprites.update()

allSprites.draw(screen)

pygame.display.flip()

# Close the game window

pygame.quit()

# Call the main function

main()