import pygame

import pytmx

import sys

pygame.init()

# Screen setup

WIDTH, HEIGHT = 800, 600

screen = pygame.display.set\_mode((WIDTH, HEIGHT))

pygame.display.set\_caption("TMX Game")

clock = pygame.time.Clock()

# Music & sound

pygame.mixer.music.load("bg\_music.mp3")

pygame.mixer.music.play(-1)  # Loop forever

step\_sound = pygame.mixer.Sound("step.wav")

coin\_sound = pygame.mixer.Sound("coin.wav")

# Load TMX map

tmx\_data = pytmx.load\_pygame("level.tmx")

map\_width = tmx\_data.width \* tmx\_data.tilewidth

map\_height = tmx\_data.height \* tmx\_data.tileheight

# Scale tilemap to fit screen

scale\_x = WIDTH / map\_width

scale\_y = HEIGHT / map\_height

scale = min(scale\_x, scale\_y)

# Load and scale player

player\_image = pygame.image.load("player.png")

player\_image = pygame.transform.scale(player\_image, (40, 60))

player\_rect = player\_image.get\_rect(topleft=(50, 50))

player\_speed = 4

score = 0

# Get coins from TMX object layer

coin\_objects = [obj for obj in tmx\_data.objects if obj.name == "coin"]

coin\_rects = [pygame.Rect(obj.x \* scale, obj.y \* scale, obj.width \* scale, obj.height \* scale) for obj in coin\_objects]

# Draw tilemap

def draw\_map():

    for layer in tmx\_data.visible\_layers:

        if isinstance(layer, pytmx.TiledTileLayer):

            for x, y, gid in layer:

                tile = tmx\_data.get\_tile\_image\_by\_gid(gid)

                if tile:

                    tile = pygame.transform.scale(tile, (int(tmx\_data.tilewidth \* scale), int(tmx\_data.tileheight \* scale)))

                    screen.blit(tile, (x \* tmx\_data.tilewidth \* scale, y \* tmx\_data.tileheight \* scale))

# Game loop

running = True

while running:

    clock.tick(60)

    screen.fill((100, 200, 255))

    for event in pygame.event.get():

        if event.type == pygame.QUIT:

            running = False

    keys = pygame.key.get\_pressed()

    moved = False

    if keys[pygame.K\_LEFT]:

        player\_rect.x -= player\_speed

        moved = True

    if keys[pygame.K\_RIGHT]:

        player\_rect.x += player\_speed

        moved = True

    if keys[pygame.K\_UP]:

        player\_rect.y -= player\_speed

        moved = True

    if keys[pygame.K\_DOWN]:

        player\_rect.y += player\_speed

        moved = True

    if moved:

        step\_sound.play()

    # Check coin collision

    for coin in coin\_rects[:]:

        if player\_rect.colliderect(coin):

            coin\_sound.play()

            coin\_rects.remove(coin)

            score += 10

    draw\_map()

    for coin in coin\_rects:

        pygame.draw.circle(screen, (255, 215, 0), coin.center, 8)  # Placeholder coin

    screen.blit(player\_image, player\_rect)

    font = pygame.font.SysFont(None, 36)

    screen.blit(font.render(f"Score: {score}", True, (0, 0, 0)), (10, 10))

    pygame.display.flip()

pygame.quit()

sys.exit()