

**“TUGAS AKHIR SEMESTER ALGORITMA
PEMROGRAMAN”**



Disusun oleh :

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**PROGRAM STUDI TEKNIK INFORMATIKA
FAKULTAS TEKNIK
UNIVERSITAS TRUNOJOYO MADURA**

2016

DOKUMENTASI PROJECT

Judul Project : JUNK MAZE

Job Description :

- | | |
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Skenario :

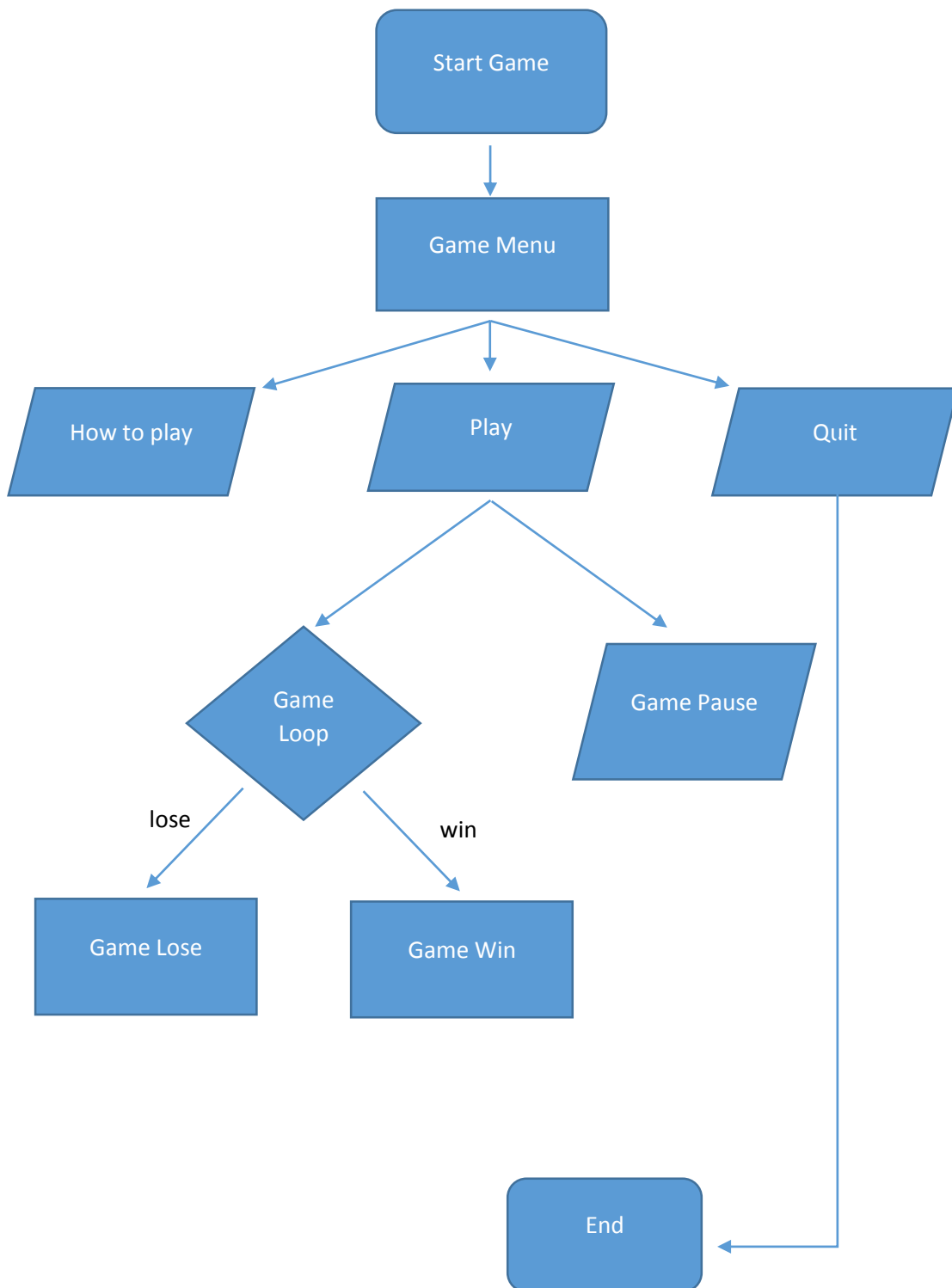
Junk Maze

Game ini merupakan jenis game labirin yang mengambil tema lingkungan. Pada game ini user akan menjadi sebuah bakteri yang mencari bakteri lainnya dan musuhnya adalah hal-hal yang dapat membrantas bakteri tersebut.

Berikut scenario dari Game Junk Maze:

1. Karakter utama dari game ini sekaligus yang digerakkan oleh user adalah sebuah bakteri yang kami beri nama Blob.
2. Musuh dari Blob adalah sabun dan spons yang kami gerakan lurus tetapi dari arah yang random di dalam labirin.
3. Semakin lama waktunya, spons dan sabun kecepatannya bertambah.
4. Di dalam labirin ini kami letakan 30 bakteri kecil secara acak.
5. Tugas dari Blob adalah menjangkit bakteri-bakteri tersebut untuk mendapatkan bintang dan score sebanyak-banyaknya.
6. Setiap bakteri memiliki score sebanyak 100
7. Jika mendapat score sebanyak 100-1900 dan mencapai finish akan mendapatkan 1 bintang.
8. Jika mendapat score sebanyak 2000-2900 dan mencapai finish akan mendapatkan 2 bintang.
9. Jika berhasil menjangkit semua bakteri akan mendapatkan score 3000 dan 3 Bintang.
10. Tetapi jika Blob terkena sabun atau spons sebelum mencapai finish, maka game akan berakhir serta user tidak mendapatkan Score maupun Bintang.

Flowchart :



Algoritma game:

- Start
- gameMenu()
 - Play
 - gameLoop()
 - Karakter menabrak bonus objek
 - Score += 100
 - Karakter tertabrak musuh
 - Display_text(“Aww!”)
 - gameOver()
 - ✓ Play Again? ➡ back to gameLoop()
 - ✓ Back to menu ➡ back to gameMenu()
 - Karakter sampai finish
 - gameWon()
 - ✓ Play Again? ➡ back to gameLoop()
 - ✓ Back to menu ➡ back to gameMenu()
 - Pause
 - Continue ➡ back to gameLoop()
 - Back to menu ➡ back to gameMenu()
 - Quit
 - How to play
 - gameHint()
 - Back to menu ➡ back to gameMenu()
 - Quit
- End

Screenshoot code :

```
import pygame, sys, random, time
from pygame.locals import *

pygame.init()

#-lebar layar
displayWidth = 1080
displayHeight = 680

#-warna
black = (0,0,0)
white = (255,255,255)
red = (255,0,0)
tosca = (51,153,102)
blue = (0,0,255)
orange = (255,150,0)
bright_orange = (200,125,0)
bright_red = (200, 0, 0)
bright_blue = (0, 0, 200)

#-gambar
mainImg = pygame.image.load('Slime.png')
main1Img = pygame.image.load('Slime kanan.png')
main2Img = pygame.image.load('Slime kiri.png')
soapImg = pygame.image.load('sponge.png')
soapImg1 = pygame.image.load('SABUN COLEK.png')
foodImg = pygame.image.load('bakteri.png')
tileImg = pygame.image.load('BESI TUA.jpg')
start = pygame.image.load('bakteri2.png')
finish = pygame.image.load('bakteri3.png')
upArrow = pygame.image.load('panah atas.png')
downArrow = pygame.image.load('panah bawah.png')
leftArrow = pygame.image.load('panah kiri.png')
rightArrow = pygame.image.load('panah kanan.png')
bintang = pygame.image.load('bintang skor.png')
bintang1 = pygame.image.load('BINTANG1.png')
bintang2 = pygame.image.load('BINTANG2.png')
bintang3 = pygame.image.load('BINTANG3.png')

#-tampilan layar
gameDisplay = pygame.display.set_mode((displayWidth, displayHeight))
pygame.display.set_caption('Junk Maze')
pygame.display.set_icon(mainImg)
clock = pygame.time.Clock()

|
pause = False

#-preview stage
level = [
    "XXXXXXXXXXXXXXXXXXXXXXXXXXXX",
    "X X X          X          X F",
    "X      X XXXXXXXXXXXXXXX X XXX",
    "X XXXXX X          X X",
    "X      X X XXXXXXXXXXXXXXX XXX X",
    "XXXXXX X X          X X",
    "X      X  X X X XXXXX XXX X",
    "X X X  X X X X          X X",
    "X X X XXX X X X XXXXXXXX X",
    "X X X      X X X      XXX X",
    "X X X XXXXX XXX XXXX XX X",
    "X  X X      X          X XXX",
    "X XXX XXXXXXXX XX XXXX XXXX",
    "X  X  X  X  X          X X",
    "XXX XXX X X X XXXXXXX XXXX X",
    "S  X      X          X X",
    "XXXXXXXXXXXXXXXXXXXXXXXXXXXX"]
```

```

#-function membuat dan hyperlink button play, how to play, quit, pause, continue, back to menu, dan play again?
def button(msg,x,y,width,height,color1,color2,action = None):
    global pause
    mouse = pygame.mouse.get_pos() #koordinat mouse
    click = pygame.mouse.get_pressed() #posisi klik atau tidak

    #-kondisi ketika mouse mengklik salah satu button
    if x + width > mouse[0] > x and y + height > mouse[1] > y:
        pygame.draw.rect(gameDisplay, color1, (x, y, width, height))
        if click[0] == 1 and action != None:
            if action == "play":
                gameLoop()
            elif action == "quit":
                pygame.quit()
                quit()
            elif action == "unpause":
                unpause()
            elif action == "playAgain":
                gameLoop()
            elif action == "hint":
                pause = True
                gameHint()
            elif action == "menu":
                unpause()
            elif action == "home":
                pause=True
                gameMenu()
            elif action == "pause":
                pause = True
                gamePause()
        else:
            pygame.draw.rect(gameDisplay, color2, (x, y, width, height)) #ketika mouse berada di kotak button warna akan berubah

    #-kondisi text dalam function button
    smallText = pygame.font.Font('Pokemon Solid.ttf', 20)
    textSurf, textRect = text(msg, smallText, black)
    textRect.center = ((x+(width/2)), (y+(height/2)))
    gameDisplay.blit(textSurf, textRect)

```

```

#-function mengatur warna tulisan
def text(msg, font, color):
    textSurface = font.render(msg, True, color)
    return textSurface, textSurface.get_rect()

#-function unpause
def unpause():
    global pause
    pause = False

#-function game menu/tampilan awal game
def gameMenu():
    while True:
        for event in pygame.event.get():
            if event.type == QUIT:
                pygame.quit()
                sys.exit()

        gameDisplay.fill(tosca)
        theText = pygame.font.Font('Minecraft3_3.ttf', 150)
        textSurf, textRect = text("JUNK", theText, black)
        textSurf2, textRect2 = text("MAZE", theText, black)
        textRect.center = ((290),(290))
        textRect2.center = ((340),(510))
        gameDisplay.blit(textSurf, textRect)
        gameDisplay.blit(textSurf2, textRect2)

        button("Play",810,150,150,75,bright_red,red,"play")
        button("How to play",810,320,150,75,bright_orange,orange,"hint")
        button("Quit",810,490,150,75,bright_blue,blue,"quit")

        pygame.display.update()
        clock.tick(15)

```

```

#-function untuk membuat keterangan pada how to play
def hint(img, imgx, imgy, msg, textx, texty):
    gameDisplay.blit(img, (imgx, imgy))
    theText = pygame.font.Font('SF Slapstick Comic Shaded.ttf', 20)
    textSurf, textRect = text(msg, theText, black)
    textRect.center = ((textx), (texty))
    gameDisplay.blit(textSurf, textRect)

#-function tampilan menu how to play
def gameHint():
    while pause:
        for event in pygame.event.get():
            if event.type == QUIT:
                pygame.quit()
                sys.exit()

        gameDisplay.fill(tosca)
        theText = pygame.font.Font('blocked.ttf', 50)
        textSurf, textRect = text("Game Control", theText, black)
        textRect.center = ((displayWidth/2), (displayHeight-600))
        gameDisplay.blit(textSurf, textRect)

        hint(upArrow, (displayWidth-750), (displayHeight-520), "Up Arrow to Move Up", (displayWidth-530), (displayHeight-490))
        hint(leftArrow, (displayWidth-750), (displayHeight-440), "Left Arrow to Move Left", (displayWidth-510), (displayHeight-410))
        hint(rightArrow, (displayWidth-750), (displayHeight-360), "Right Arrow to Move Right", (displayWidth-500), (displayHeight-330))
        hint(leftArrow, (displayWidth-750), (displayHeight-280), "Down Arrow to Move Down", (displayWidth-505), (displayHeight-250))

        button("Back to menu", 150, 530, 180, 60, bright_orange, orange, "menu")

    pygame.display.update()
    clock.tick(15)

#-function ketika game win
def gameWon():
    while True:
        for event in pygame.event.get():
            if event.type == QUIT:
                pygame.quit()
                sys.exit()

        gameDisplay.fill(tosca)
        theText = pygame.font.Font('blocked.ttf', 50)
        textSurf, textRect = text("Congratulation !", theText, black)
        textSurf1, textRect2 = text("You Got :", theText, black)
        textRect.center = ((displayWidth/2), (displayHeight/3-100))
        textRect2.center = ((displayWidth/2), (displayHeight/2-100))
        gameDisplay.blit(textSurf, textRect)
        gameDisplay.blit(textSurf1, textRect2)

        #-kondisi untuk menampilkan bintang
        if count<1000:
            gameDisplay.blit(bintang, (displayWidth/2-100, displayHeight/2-50))
        elif count>999 and count<2000:
            gameDisplay.blit(bintang1, (displayWidth/2-100, displayHeight/2-60))
        elif count>1999 and count<3000:
            gameDisplay.blit(bintang2, (displayWidth/2-100, displayHeight/2-60))
        elif count==3000:
            gameDisplay.blit(bintang2, (displayWidth/2-100, displayHeight/2-60))

        score(count, "", displayWidth/2-12, displayHeight/2+50, 20)

        button("Play Again?", 150, 530, 180, 60, bright_red, red, "playAgain")
        button("Back to menu", 750, 530, 180, 60, bright_blue, blue, "home")

    pygame.display.update()
    clock.tick(15)

#-function ketika game over
def gameOver():
    while True:
        for event in pygame.event.get():
            if event.type == QUIT:
                pygame.quit()
                sys.exit()

        gameDisplay.fill(tosca)
        theText = pygame.font.Font('blocked.ttf', 100)
        textSurf, textRect = text("Game Over", theText, black)
        textRect.center = ((displayWidth/2), (displayHeight/2))
        gameDisplay.blit(textSurf, textRect)

        button("Play Again?", 150, 530, 180, 60, bright_red, red, "playAgain")
        button("Back to menu", 750, 530, 180, 60, bright_blue, blue, "home")

    pygame.display.update()
    clock.tick(15)

```

```

#-function ketika game pause
def gamePause():
    while pause:
        for event in pygame.event.get():
            if event.type == QUIT:
                pygame.quit()
                sys.exit()

        gameDisplay.fill(tosca)
        theText = pygame.font.Font('blocked.ttf', 75)
        textSurf, textRect = text("Game Paused", theText, black)
        textRect.center = ((displayWidth/2), (displayHeight/2))
        gameDisplay.blit(textSurf, textRect)

        button("Continue", 150, 530, 180, 60, bright_red, red, "unpause")
        button("Back to menu", 750, 530, 180, 60, bright_blue, blue, "home")

        pygame.display.update()
        clock.tick(15)

#-function score
def score(count, msg, x, y, size):
    font = pygame.font.Font('Minecraft_3.ttf', size)
    textSurf, textRect = text(str(msg) + str(count), font, white)
    textRect.center = (x, y)
    gameDisplay.blit(textSurf, textRect)

#-function menampilkan bonus/makanan karakter utama
def bonus(x, y):
    gameDisplay.blit(foodImg, (x, y))

#-function menampilkan sabun1
def enemy(x, y):
    gameDisplay.blit(soapImg, (x, y))

#-function menampilkan sabun2
def enemy1(x, y):
    gameDisplay.blit(soapImg1, (x, y))

#-function menampilkan tembok
def stage(level):
    row = len(level)
    column = len(level[0])

    length = 40
    height = 40

    point={}#dict untuk menampung koordinat jalan, sekaligus pembatas tembok

    gameDisplay.fill(white)
    for j in range(row):
        for i in range(column):
            if level[j][i] == "X":
                gameDisplay.blit(tileImg, (length * i, height * j))
            else:
                if level[j][i] == "S":
                    gameDisplay.blit(start, (length * i, height * j))
                elif level[j][i] == "F":
                    gameDisplay.blit(finish, (length * i, height * j))
                point[j,i]=(length*i,height*j)

    return point

#-function menampilkan text ketika ditabrak oleh musuh
def text_display(msg):
    theText = pygame.font.Font('SF Slapstick Comic Shaded.ttf', 115)
    textSurf, textRect = text(msg, theText, red)
    textRect.center = ((displayWidth/2), (displayHeight/2))

    gameDisplay.blit(textSurf, textRect)
    pygame.display.update()

    time.sleep(1)
    gameOver()

```



```

#function skenario, dan aturan game
def gameLoop():
    global count, pause
    gameExit = False

    #-ukuran, dan koordinat karakter utama
    mainImg=pygame.image.load('Slime.png')
    mainWidth,mainHeight=40,40
    mainx, mainy= 0,600

    #-koordinat sabun1, kecepatan
    enemy_startx = random.randrange(0, displayWidth)
    enemy_starty = -600

    enemy_speed = 5

    #-koordinat sabun2, kecepatan
    enemy_startx1 = -600
    enemy_starty1 = random.randrange(0, displayHeight)

    enemy_speed1 = 5

    #-ukuran musuh
    enemyWidth = 58
    enemyHeight = 58

    #-koordinat bonus/makanan karakter utama
    food_startx, food_starty = 40, 40
    food_startx1, food_starty1 = 80, 240
    food_startx2, food_starty2 = 40, 520
    food_startx3, food_starty3 = 280, 280
    food_startx4, food_starty4 = 360, 360
    food_startx5, food_starty5 = 280, 440
    food_startx7, food_starty7 = 200, 600
    food_startx8, food_starty8 = 200, 200
    food_startx11, food_starty11= 200, 80
    food_startx9, food_starty9 = 520, 120
    food_startx12, food_starty12= 440, 520
    food_startx13, food_starty13= 440, 200

    food_startx14, food_starty14= 440, 320
    food_startx16, food_starty16= 440, 40
    food_startx17, food_starty17= 480, 440
    food_startx10, food_starty10= 520, 360
    food_startx6, food_starty6 = 560, 200
    food_startx24, food_starty24= 680, 280
    food_startx25, food_starty25= 600, 400
    food_startx26, food_starty26= 600, 40
    food_startx27, food_starty27= 600, 600
    food_startx18, food_starty18= 800, 360
    food_startx20, food_starty20= 720, 440
    food_startx22, food_starty22= 800, 520
    food_startx23, food_starty23= 800, 200
    food_startx21, food_starty21= 840, 80
    food_startx19, food_starty19= 840, 160
    food_startx28, food_starty28= 1000, 600
    food_startx29, food_starty29= 1000, 160
    food_startx15, food_starty15= 1000, 400

    #-ukuran makanan karakter utama
    foodWidth=40
    foodHeight=40

    #-variabel penampung score
    count = 0

    while not gameExit:
        point=stage(level)#-menampung nilai dari function stage(level)

        #-memasukkan key untuk bermain
        for event in pygame.event.get():
            if event.type == QUIT:
                pygame.quit()
                sys.exit()
            elif event.type == KEYDOWN:
                if event.key == K_ESCAPE:
                    pygame.quit()
                    sys.exit()

                if event.key == K_UP:
                    mainImg=pygame.image.load('Slime.png')
                    if (mainx,mainy-mainHeight) in point.values():
                        mainy -= 40
                if event.key == K_DOWN:
                    mainImg=pygame.image.load('Slime.png')
                    if (mainx,mainy+mainHeight) in point.values():
                        mainy += 40
                if event.key == K_RIGHT:
                    mainImg=pygame.image.load('Slime kanan.png')
                    if (mainx+mainWidth,mainy) in point.values():
                        mainx += 40
                if event.key == K_LEFT:
                    mainImg=pygame.image.load('Slime kiri.png')
                    if (mainx-mainWidth,mainy) in point.values():
                        mainx -= 40

        #-menampilkan mainImg
        gameDisplay.blit(mainImg, (mainx,mainy))

```

```

#-enemy sabun1
enemy(enemy_startx, enemy_starty)
enemy_starty += enemy_speed

if enemy_starty > displayHeight:
    enemy_starty = 0 - enemyHeight
    enemy_startx = random.randrange(0, displayWidth)
    enemy_speed += 0.3

#-kondisi ketika sabun1 menabrak karakter utama
if mainy > enemy_starty and mainy < enemy_starty + enemyHeight:
    if mainx > enemy_startx and mainx < enemy_startx + enemyWidth or mainx + mainWidth > enemy_startx and mainx + mainWidth <
        text_display("Aww!")

#-enemy sabun2
enemy1(enemy_startx1, enemy_starty1)
enemy_startx1 += enemy_speed

if enemy_startx1 > displayWidth:
    enemy_startx1 = 0 - enemyWidth
    enemy_starty1 = random.randrange(0, displayHeight)
    enemy_speed += 0.3

#-kondisi ketika sabun2 menabrak karakter utama
if mainy > enemy_starty1 and mainy < enemy_starty1 + enemyHeight:
    if mainx > enemy_startx1 and mainx < enemy_startx1 + enemyWidth or mainx + mainWidth > enemy_startx1 and mainx + mainWidth <
        text_display("Aww!")

#-menampilkan, dan kondisi ketika menabrak bonus
bonus(food_startx, food_starty)
if mainx == food_startx and mainy == food_starty and mainWidth == foodWidth and mainHeight == foodHeight:
    #menambah score 100 ketika menabrak bonus/makanan
    count += 100
    #menghilangkan bonus/makanan ketika ditabrak
    food_startx = -800
    food_starty = -600
    bonus(food_startx1, food_starty1)
if mainx == food_startx1 and mainy == food_starty1 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx1 = -800
    food_starty1 = -600
    bonus(food_startx2, food_starty2)
if mainx == food_startx2 and mainy == food_starty2 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx2 = -800
    food_starty2 = -600
    bonus(food_startx3, food_starty3)
if mainx == food_startx3 and mainy == food_starty3 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx3 = -800
    food_starty3 = -800
    bonus(food_startx4, food_starty4)
if mainx == food_startx4 and mainy == food_starty4 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx4 = -800
    food_starty4 = -600
    bonus(food_startx5, food_starty5)
if mainx == food_startx5 and mainy == food_starty5 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx5 = -800
    food_starty5 = -600
    bonus(food_startx6, food_starty6)
if mainx == food_startx6 and mainy == food_starty6 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx6 = -800
    food_starty6 = -600

```

```

bonus(food_startx8,food_starty8)
if mainx == food_startx8 and mainy == food_starty8 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx8 = -800
    food_starty8 = -800
bonus(food_startx9,food_starty9)
if mainx == food_startx9 and mainy == food_starty9 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx9 = -800
    food_starty9 = -600
bonus(food_startx10,food_starty10)
if mainx == food_startx10 and mainy == food_starty10 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx10 = -800
    food_starty10 = -600
bonus(food_startx11,food_starty11)
if mainx == food_startx11 and mainy == food_starty11 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx11 = -800
    food_starty11 = -600
bonus(food_startx12,food_starty12)
if mainx == food_startx12 and mainy == food_starty12 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx12 = -800
    food_starty12 = -600
bonus(food_startx13,food_starty13)
if mainx == food_startx13 and mainy == food_starty13 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx13 = -800
    food_starty13 = -800
bonus(food_startx14,food_starty14)
if mainx == food_startx14 and mainy == food_starty14 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx14 = -800
    food_starty14 = -600

```

```

bonus(food_startx15,food_starty15)
if mainx == food_startx15 and mainy == food_starty15 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx15 = -800
    food_starty15 = -600
bonus(food_startx16,food_starty16)
if mainx == food_startx16 and mainy == food_starty16 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx16 = -800
    food_starty16 = -600
bonus(food_startx17,food_starty17)
if mainx == food_startx17 and mainy == food_starty17 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx17 = -800
    food_starty17 = -600
bonus(food_startx18,food_starty18)
if mainx == food_startx18 and mainy == food_starty18 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx18 = -800
    food_starty18 = -800
bonus(food_startx19,food_starty19)
if mainx == food_startx19 and mainy == food_starty19 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx19 = -800
    food_starty19 = -600
bonus(food_startx20,food_starty20)
if mainx == food_startx20 and mainy == food_starty20 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx20 = -800
    food_starty20 = -600
bonus(food_startx21,food_starty21)
if mainx == food_startx21 and mainy == food_starty21 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx21 = -800
    food_starty21 = -600

```

```

bonus(food_startx23,food_starty23)
if mainx == food_startx23 and mainy == food_starty23 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx23 = -800
    food_starty23 = -800
bonus(food_startx24,food_starty24)
if mainx == food_startx24 and mainy == food_starty24 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx24 = -800
    food_starty24 = -600
bonus(food_startx25,food_starty25)
if mainx == food_startx25 and mainy == food_starty25 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx25 = -800
    food_starty25 = -600
bonus(food_startx26,food_starty26)
if mainx == food_startx26 and mainy == food_starty26 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx26 = -800
    food_starty26 = -600
bonus(food_startx27,food_starty27)
if mainx == food_startx27 and mainy == food_starty27 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx27 = -800
    food_starty27 = -600
bonus(food_startx28,food_starty28)
if mainx == food_startx28 and mainy == food_starty28 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx28 = -800
    food_starty28 = -800
bonus(food_startx29,food_starty29)
if mainx == food_startx29 and mainy == food_starty29 and mainWidth == foodWidth and mainHeight == foodHeight:
    count += 100
    food_startx29 = -800
    food_starty29 = -600

#-memanggil function score sekaligus penghitung score pada saat permainan berlangsung
score(count,"Score: ", 100, 20, 20)

#-button pause
button("Pause",980,0,100,30,bright_orange,orange,"pause")

#-kondisi mencapai finish
main_row = int(mainy / mainWidth)
main_column = int(mainx / mainWidth)
if level[main_row][main_column] == "F":
    gameWon()

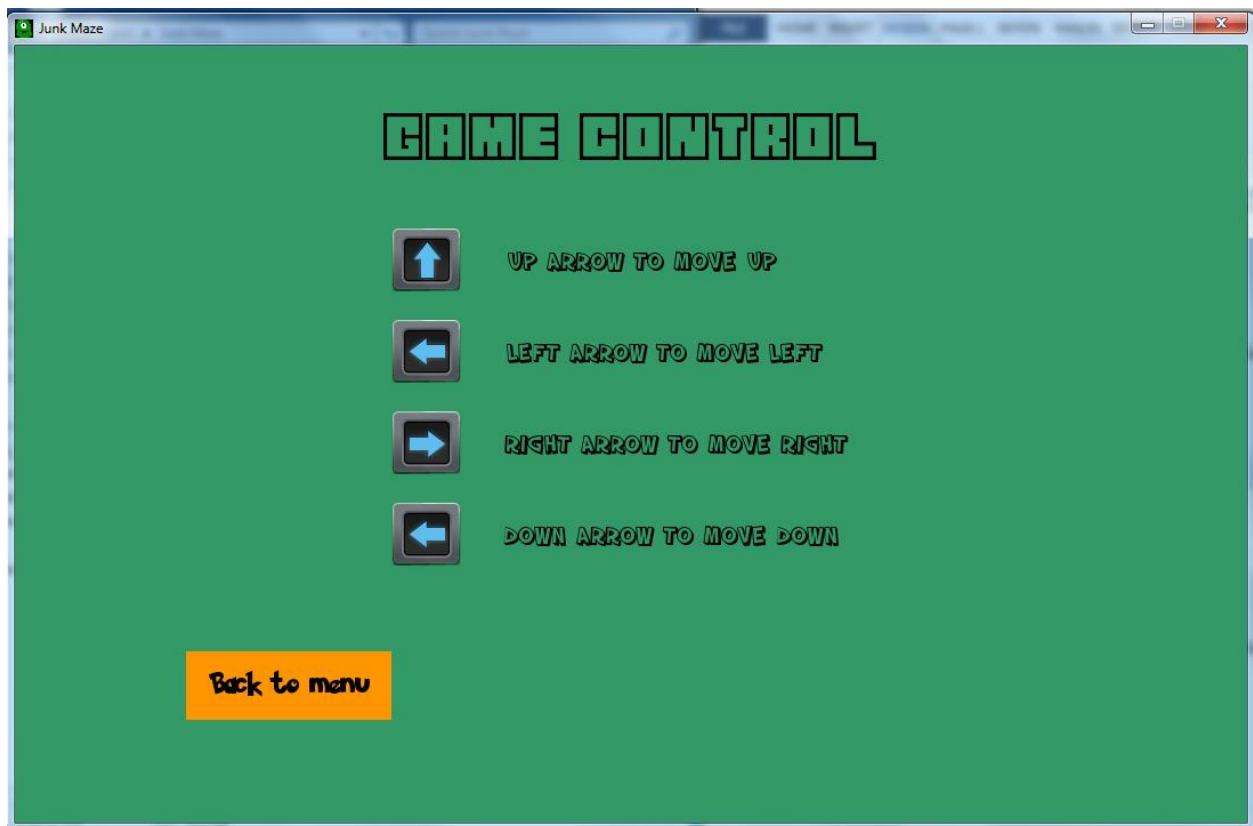
pygame.display.update()
clock.tick(60)

gameMenu()
pygame.quit()
quit()

```

Desain interface dan program :










Dokumentasi kegiatan :

No	Deskripsi	Lokasi	Pekerjaan
01		Lab Sister	Programer

02



Lab Sister

Pembuatan
Dokumentasi

03



Lab Sister




Pembuatan
Poster

04



Lab Sister

Programer

05		Lab Sister	Pembuatan Skenario
06		Lab Sister	Pembuatan Skenario, Poster & Programer
07		Lab Sister	Programer

08



Lab Sister

Perbaikan
Dokumentasi