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

WINDOWWIDTH = 800
WINDOWHEIGHT = 600
TEXTCOLOR = (255, 255, 255)
BACKGROUNDCOLOR = (4, 4, 4)
FPS = 40
BADDIEMINSIZE = 10
BADDIEMAXSIZE = 40
BADDIEMINSPEED = 8
BADDIEMAXSPEED = 8
ADDNEWBADDIERATE = 6
PLAYERMOVERATE = 5
count = 3
topScore=0

def terminate():
    pygame.quit()
    sys.exit()

def waitForPlayerToPressKey():
    while True:
        for event in pygame.event.get():
            if event.type == QUIT:
                terminate()
            if event.type == KEYDOWN:
                if event.key == K_ESCAPE:  # escape quits
                    terminate()
                return
```

```
def playerHasHitBaddie(playerRect, baddies):
    for b in baddies:
        if playerRect.colliderect(b['rect']):
            return True
    return False

def drawText(text, font, surface, x, y):
    textobj = font.render(text, 1, TEXTCOLOR)
    textrect = textobj.get_rect()
    textrect.topleft = (x, y)
    surface.blit(textobj, textrect)



pygame.init()
mainClock = pygame.time.Clock()
windowSurface = pygame.display.set_mode((WINDOWWIDTH, WINDOWHEIGHT))
pygame.display.set_caption('car race')
pygame.mouse.set_visible(False)

playerImage = pygame.image.load('car1.png')
car3 = pygame.image.load('car3.png.jpg')
car4 = pygame.image.load('car4.png')
playerRect = playerImage.get_rect()
baddieImage = pygame.image.load('car2.png')
sample = [car3, car4, baddieImage]
wallLeft = pygame.image.load('left.png')
wallRight = pygame.image.load('right.png')
```

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font = pygame.font.SysFont(None, 42)

drawText('PRESS ANY KEY TO START THE GAME!', font, windowSurface, (WINDOWWIDTH / 3)
- 137, (WINDOWHEIGHT / 3)+80)

pygame.display.update()

waitForPlayerToPressKey()

zero = 0


while (count > 0):

    baddies = []

    score = 0

    playerRect.topleft = (WINDOWWIDTH / 2, WINDOWHEIGHT - 50)

    moveLeft = moveRight = moveUp = moveDown = False

    reverseCheat = slowCheat = False

    baddieAddCounter = 0


    while True:

        score += 1


        for event in pygame.event.get():


            if event.type == QUIT:

                terminate()


            if event.type == KEYDOWN:

                if event.key == ord('z'):

                    reverseCheat = True

                if event.key == ord('x'):

                    slowCheat = True

                if event.key == K_LEFT or event.key == ord('a'):

                    moveRight = False
```

```
            moveLeft = True
        if event.key == K_RIGHT or event.key == ord('d'):
            moveLeft = False
            moveRight = True
        if event.key == K_UP or event.key == ord('w'):
            moveDown = False
            moveUp = True
        if event.key == K_DOWN or event.key == ord('s'):
            moveUp = False
            moveDown = True

    if event.type == KEYUP:
        if event.key == ord('z'):
            reverseCheat = False
            score = 0
        if event.key == ord('x'):
            slowCheat = False
            score = 0
        if event.key == K_ESCAPE:
            terminate()

        if event.key == K_LEFT or event.key == ord('a'):
            moveLeft = False
        if event.key == K_RIGHT or event.key == ord('d'):
            moveRight = False
        if event.key == K_UP or event.key == ord('w'):
            moveUp = False
        if event.key == K_DOWN or event.key == ord('s'):
            moveDown = False
```

```
        if not reverseCheat and not slowCheat:
            baddieAddCounter += 1
        if baddieAddCounter == ADDNEWBADDIERATE:
            baddieAddCounter = 0
            baddieSize = 30
            newBaddie = {'rect': pygame.Rect(random.randint(140, 485), 0 -
baddieSize, 23, 47),
                         'speed': random.randint(BADDIEMINSPEED, BADDIEMAXSPEED),
                         'surface': pygame.transform.scale(random.choice(sample),
(23, 47)),
                         }
            baddies.append(newBaddie)
            sideLeft = {'rect': pygame.Rect(0, 0, 126, 600),
                        'speed': random.randint(BADDIEMINSPEED, BADDIEMAXSPEED),
                        'surface': pygame.transform.scale(wallLeft, (126, 599)),
                        }
            baddies.append(sideLeft)
            sideRight = {'rect': pygame.Rect(497, 0, 303, 600),
                         'speed': random.randint(BADDIEMINSPEED, BADDIEMAXSPEED),
                         'surface': pygame.transform.scale(wallRight, (303, 599)),
                         }
            baddies.append(sideRight)

        if moveLeft and playerRect.left > 0:
            playerRect.move_ip(-1 * PLAYERMOVERATE, 0)
        if moveRight and playerRect.right < WINDOWWIDTH:
            playerRect.move_ip(PLAYERMOVERATE, 0)
        if moveUp and playerRect.top > 0:
            playerRect.move_ip(0, -1 * PLAYERMOVERATE)
        if moveDown and playerRect.bottom < WINDOWHEIGHT:
```

```
    playerRect.move_ip(0, PLAYERMOVERATE)

for b in baddies:
    if not reverseCheat and not slowCheat:
        b['rect'].move_ip(0, b['speed'])
    elif reverseCheat:
        b['rect'].move_ip(0, -5)
    elif slowCheat:
        b['rect'].move_ip(0, 1)

for b in baddies[:]:
    if b['rect'].top > WINDOWHEIGHT:
        baddies.remove(b)

font = pygame.font.SysFont(None, 38)
windowSurface.fill(BACKGROUNDCOLOR)
drawText('Score: %s' % (score), font, windowSurface, 128, 0)
drawText('Top Score: %s' % (topScore), font, windowSurface, 128, 21)
drawText('Rest Life: %s' % (count), font, windowSurface, 128, 41)

windowSurface.blit(playerImage, playerRect)

for b in baddies:
    windowSurface.blit(b['surface'], b['rect'])

pygame.display.update()

if playerHasHitBaddie(playerRect, baddies):
    if score > topScore:
        topScore = score
```

```
            break


        mainClock.tick(FPS)


    count = count - 1

    time.sleep(1)

    font = pygame.font.SysFont(None, 52)

    if (count == 0):


        drawText('Game Over', font, windowSurface, (WINDOWWIDTH / 3)+40,
(WINDOWHEIGHT / 3)+70)

        drawText('Press any key to play again.', font, windowSurface,
(WINDOWWIDTH /3) - 110, (WINDOWHEIGHT / 3) + 95)

        pygame.display.update()

        time.sleep(2)

        waitForPlayerToPressKey()

        count = 3
```