



# **BODGERS**

To download the editor, go to: <https://codewith.mu/>

Enter the code Below.

```
WIDTH = 600
HEIGHT = 700

car = Actor('car')
car.midbottom = 240, 0
car.speed = 2

def draw():
    screen.clear()
    screen.fill((60, 200, 60))
    car.draw()

def update():
    car.top += car.speed
    if car.top > HEIGHT:
        car.bottom = 0
```

Enter the code in white

```
WIDTH = 600
HEIGHT = 700

YELLOW = 220, 180, 100
ROAD = Rect((100, 0), (400, HEIGHT))
LINE = Rect((295, 0), (10, HEIGHT))
LINE1 = Rect((170, 0), (10, HEIGHT))
LINE2 = Rect((420, 0), (10, HEIGHT))

car = Actor('car')
car.midbottom = 240, 0
car.speed = 2

def draw():
    screen.clear()
    screen.fill((60, 200, 60))
    screen.draw.filled_rect(ROAD, (0,0,0))
    screen.draw.filled_rect(LINE, (250,250,250))
    screen.draw.filled_rect(LINE1, (YELLOW))
    screen.draw.filled_rect(LINE2, (YELLOW))
    car.draw()

def update():
    car.top += car.speed
    if car.top > HEIGHT:
        car.bottom = 0
```

```

WIDTH = 600
HEIGHT = 700

YELLOW = 220, 180, 100
ROAD = Rect((100, 0), (400, HEIGHT))
LINE = Rect((295, 0), (10, HEIGHT))
LINE1 = Rect((170, 0), (10, HEIGHT))
LINE2 = Rect((420, 0), (10, HEIGHT))

car = Actor('car')
car.midbottom = 240, 0
car.speed = 2
player = Actor('car1')
player.midbottom = 360, 600
player.crash = 0

def draw():
    screen.clear()
    screen.fill((60, 200, 60))
    screen.draw.filled_rect(ROAD, (0,0,0))
    screen.draw.filled_rect(LINE, (250,250,250))
    screen.draw.filled_rect(LINE1, (YELLOW))
    screen.draw.filled_rect(LINE2, (YELLOW))
    car.draw()
    player.draw()

def update():
    car.top += car.speed
    if car.top > HEIGHT:
        car.bottom = 0
    check_keys()

def check_keys():
    if keyboard.left:
        player.x = 240
    if keyboard.right:
        player.x = 360

```

```

WIDTH = 600
HEIGHT = 700

YELLOW = 220, 180, 100
ROAD = Rect((100, 0), (400, HEIGHT))
LINE = Rect((295, 0), (10, HEIGHT))
LINE1 = Rect((170, 0), (10, HEIGHT))
LINE2 = Rect((420, 0), (10, HEIGHT))

car = Actor('car')
car.midbottom = 240, 0
car.speed = 2
player = Actor('car1')
player.midbottom = 360, 600
player.crash = 0

def draw():
    if player.crash == 1:
        screen.draw.text("GAME OVER",
                        center=(300, 350), owidth=0.5, ocolor=(255, 255, 255),
                        color=(255, 64, 0), fontsize=60)
    else:
        screen.clear()
        screen.fill((60, 200, 60))
        screen.draw.filled_rect(ROAD, (0,0,0))
        screen.draw.filled_rect(LINE, (250,250,250))
        screen.draw.filled_rect(LINE1, (YELLOW))
        screen.draw.filled_rect(LINE2, (YELLOW))
        car.draw()
        player.draw()

def update():
    car.top += car.speed
    if car.top > HEIGHT:
        car.bottom = 0
    check_keys()
    if car.colliderect(player):
        player.crash = 1

def check_keys():
    if keyboard.left:
        player.x = 240
    if keyboard.right:
        player.x = 360

```

```

from random import randint

WIDTH = 600
HEIGHT = 700

YELLOW = 220, 180, 100
ROAD = Rect((100, 0), (400, HEIGHT))
LINE = Rect((295, 0), (10, HEIGHT))
LINE1 = Rect((170, 0), (10, HEIGHT))
LINE2 = Rect((420, 0), (10, HEIGHT))

car = Actor('car')
car.midbottom = 240, 0
car.speed = 2
player = Actor('car1')
player.midbottom = 360, 600
player.crash = 0

score = 0

def draw():
    global score
    if player.crash == 1:
        screen.draw.text("GAME OVER",
            center=(300, 350), owidth=0.5, ocolor=(255, 255, 255),
            color=(255, 64, 0), fontsize=60)
    else:
        score1 = str(score)
        screen.clear()
        screen.fill((60, 200, 60))
        screen.draw.filled_rect(ROAD, (0,0,0))
        screen.draw.filled_rect(LINE, (250,250,250))
        screen.draw.filled_rect(LINE1, (YELLOW))
        screen.draw.filled_rect(LINE2, (YELLOW))
        car.draw()
        player.draw()
        screen.draw.text(score1, center=(300, 50), owidth=0.5, ocolor=(255, 255, 255),
            color=(255, 64, 0), fontsize=60)

def update():
    global score
    car.top += car.speed
    if car.top > HEIGHT:
        score += 1
        car.bottom = 0
        car.speed += 1
        print(car.speed)
        side = randint(0, 1)
        if side == 0:
            car.x = 240
        if side == 1:
            car.x = 360
    check_keys()
    if car.colliderect(player):
        player.crash = 1

def check_keys():
    if keyboard.left:
        player.x = 240
    if keyboard.right:
        player.x = 360

```