

```
Line(0, 200, 400, 200)
Rect(0, 200, 400, 200, fill='gray')
Rect(0, 0, 400, 200, fill='black')
Label('left and right arrow to move, space to shoot', 200, 7, fill='green', size=12, bold=True)
```

```
bulletCount = 12
bulletLabel = Label(bulletCount, 12, 12, fill='white')
score = 0
scoreLabel = Label(score, 380, 12, fill='white')
player = Rect(185, 380, 30, 10)
playerspeed = 10
arrowcrosshair = Line(200, 370, 200, 330, fill='black', arrowEnd=True)
endline = Rect(0, -100, 400, 100, visible = False)
```

```
import random
```

```
shapes = [
    Circle(30, 50, 15, fill='gray'),
    Rect(19, 92, 30, 30, fill='gray'),
    Star(33, 156, 15, 5, fill='gray')
]
```

```
for shape in shapes:
    shape.speed = random.randint(3,6)
    shape.direction = random.choice([-1,1])
```

```
if shape.direction == 1:
    shape.centerX = -20
else:
    shape.centerX = 420
```

```
shape.centerY = random.randint(30, 170)
```

```
def onKeyHold(keys):
    if 'left' in keys:
        player.centerX -= playerspeed
    if 'right' in keys:
        player.centerX += playerspeed
```

```
bullets = []
```

```
def onKeyPress(keys):
    global bulletCount
    if 'space' in keys:
```

```

    if bulletCount > 0:
        bullets.append(Line(player.centerX, player.centerY-10 , player.centerX, player.centerY -
60, fill='white', arrowEnd=True))
        bulletCount -= 1
        bulletLabel.value = bulletCount
    pass

def onStep():
    global bulletCount, score, direction, scoreQuips
    arrowcrosshair.centerX = player.centerX

    for bullet in bullets:
        bullet.centerY -= 15

    bullets[:] = [b for b in bullets if b.centerY > -10]

    for bullet in bullets:
        for shape in shapes:
            if bullet.hitsShape (shape):
                bullets.remove(bullet)
                bullet.visible = False

                shape.direction = random.choice([-1, 1])
                if shape.direction == 1:
                    shape.centerX = -20
                else:
                    shape.centerX = 420

                shape.centerY = random.randint(30, 170)
                shape.speed = random.randint(3,6)

                score += 100
                scoreLabel.value = score

            if bullet.hitsShape (endline):
                bullet.centerX = 1000
                if score >= 1:
                    score -= 50

    for shape in shapes:
        shape.centerX += shape.speed * shape.direction
        if shape.centerX > 420 or shape.centerX < -20:
            shape.direction = random.choice([-1,1])
            if shape.direction == 1:

```

```
        shape.centerX = -20
    else:
        shape.centerX = 420

    shape.centerY = random.randint(30, 170)
    shape.speed = random.randint(3, 6)
pass
```