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import pygame
import random

pygame.init()
screen = pygame.display.set_mode((1020, 720))
clock = pygame.time.Clock()
running = True
start_screen = True
hit = False
score_list_unappended = True
score = 0
player_speed = 4
initial_tree_time = random.randint(500, 1500)
game_font = pygame.font.SysFont("Arial", 30, bold=True)

player_surface = pygame.image.load("images/Piskel.png").convert_alpha()
player_surface_initial = pygame.image.load("images/Piskel.png").convert_alpha()
player_surface_left = pygame.image.load("images/ski left.png").convert_alpha()
player_surface_right = pygame.image.load("images/ski right.png").convert_alpha()
player_rect = player_surface.get_rect(center=(screen.get_width() / 2, 100))

hitbox = player_rect.copy()
hitbox.height -= 20
hitbox.top += 15
hitbox.width -= 20
hitbox.left += 10

score_list = []
tree_list = []

tree_surface = pygame.image.load("images/tree.png").convert_alpha()
tree_rect = tree_surface.get_rect(center=(random.randint(10, 990), screen.get_height() + 100))
tree_list.append(tree_rect)

yes_surface = pygame.Surface((200, 150))
yes_surface.fill("black")
yes_rect = yes_surface.get_rect(center=(300, 500))
no_surface = pygame.Surface((200, 150))
no_surface.fill("black")
no_rect = no_surface.get_rect(center=(650, 500))

game_over_surface = game_font.render("Game Over, do you want to continue", False, (0, 0, 0))

yes_text = game_font.render("YES", False, (255, 255, 255))
no_text = game_font.render("NO", False, (255, 255, 255))

start_surface = pygame.Surface((250, 150))
start_surface.fill("black")
start_rect = start_surface.get_rect(center=(screen.get_width() / 2, 500))

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start_text = game_font.render("START", False, (255, 255, 255))

logo_surface = pygame.image.load("images/ski title.png").convert_alpha()
logo_surface = pygame.transform.scale(logo_surface, (300, 300))
logo_rect = player_surface.get_rect(center=(screen.get_width() / 2 - 100, 150))

title_text = game_font.render("TRIPLE E SKI", False, (0, 0, 0))

controls_text = game_font.render("A or ←: MOVE LEFT | D or →: MOVE RIGHT", False, (0, 0, 0))

y = 2

def create_tree(next_tree_time):
    for i in tree_list:
        i.centery -= y
        screen.blit(tree_surface, i)
    if pygame.time.get_ticks() >= next_tree_time:
        tree_rect = tree_surface.get_rect(
            center=(random.randint(0, screen.get_width()),
                    screen.get_height() + 100))
        tree_list.append(tree_rect)
        next_tree_time = pygame.time.get_ticks() + random.randint(int(150 - y), int(500-y))
        return next_tree_time
    else:
        return next_tree_time

while start_screen:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

    screen.fill("white")
    pygame.display.set_caption("Triple E Ski")

    screen.blit(title_text, (415, 50))
    screen.blit(controls_text, (180, 600))
    screen.blit(start_surface, start_rect)
    screen.blit(start_text, (460, 480))
    screen.blit(logo_surface, logo_rect)
    mouse_buttons = pygame.mouse.get_pressed()
    if start_rect.collidepoint(pygame.mouse.get_pos()) and mouse_buttons[0]:
        start_screen = False

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

while running:

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for event in pygame.event.get():
    if event.type == pygame.QUIT:
        running = False

screen.fill("white")
score += 0.1
text_surface = game_font.render("Score: " + str(round(score)), False, (0, 0, 0))

y += 0.001

screen.blit(player_surface, player_rect)
player_surface = player_surface_initial

initial_tree_time = create_tree(initial_tree_time)

keys = pygame.key.get_pressed()
if keys[pygame.K_a] or keys[pygame.K_LEFT]:
    player_rect.left -= player_speed
    hitbox.left -= player_speed
    player_surface = player_surface_left
if keys[pygame.K_d] or keys[pygame.K_RIGHT]:
    player_rect.left += player_speed
    hitbox.left += player_speed
    player_surface = player_surface_right

for tree in tree_list:
    if hitbox.colliderect(tree):
        hit = True
        break

for i in tree_list:
    if i.bottom < 0:
        tree_list.remove(i)

screen.blit(text_surface, (10, 10))

player_rect.clamp_ip(screen.get_rect())
hitbox.clamp_ip(screen.get_rect())

if hit:
    screen.fill("red")
    screen.blit(game_over_surface, (200, screen.get_height() / 2))
    screen.blit(yes_surface, yes_rect)
    screen.blit(no_surface, no_rect)
    screen.blit(yes_text, (270, 470))
    screen.blit(no_text, (620, 470))
    mouse_buttons = pygame.mouse.get_pressed()

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if score_list_unappended:
    score_list.append(round(score))
    score_list_unappended = False
    score_list.sort(reverse=True)
score_list_surface = game_font.render(f"Scores:{score_list}", False, (0, 0, 0))
screen.blit(score_list_surface, (195, 600))
if yes_rect.collidepoint(pygame.mouse.get_pos()) and mouse_buttons[0]:
    tree_list *= 0
    hit = False
    score = 0
    y = 2
    player_speed = 4
    score_list_unappended = True
if no_rect.collidepoint(pygame.mouse.get_pos()) and mouse_buttons[0]:
    running = False

pygame.display.set_caption("Triple E Ski")

player_speed += 0.0005
if player_speed >= 10:
    player_speed = 10

pygame.display.flip()
clock.tick(60)
pygame.quit()
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