

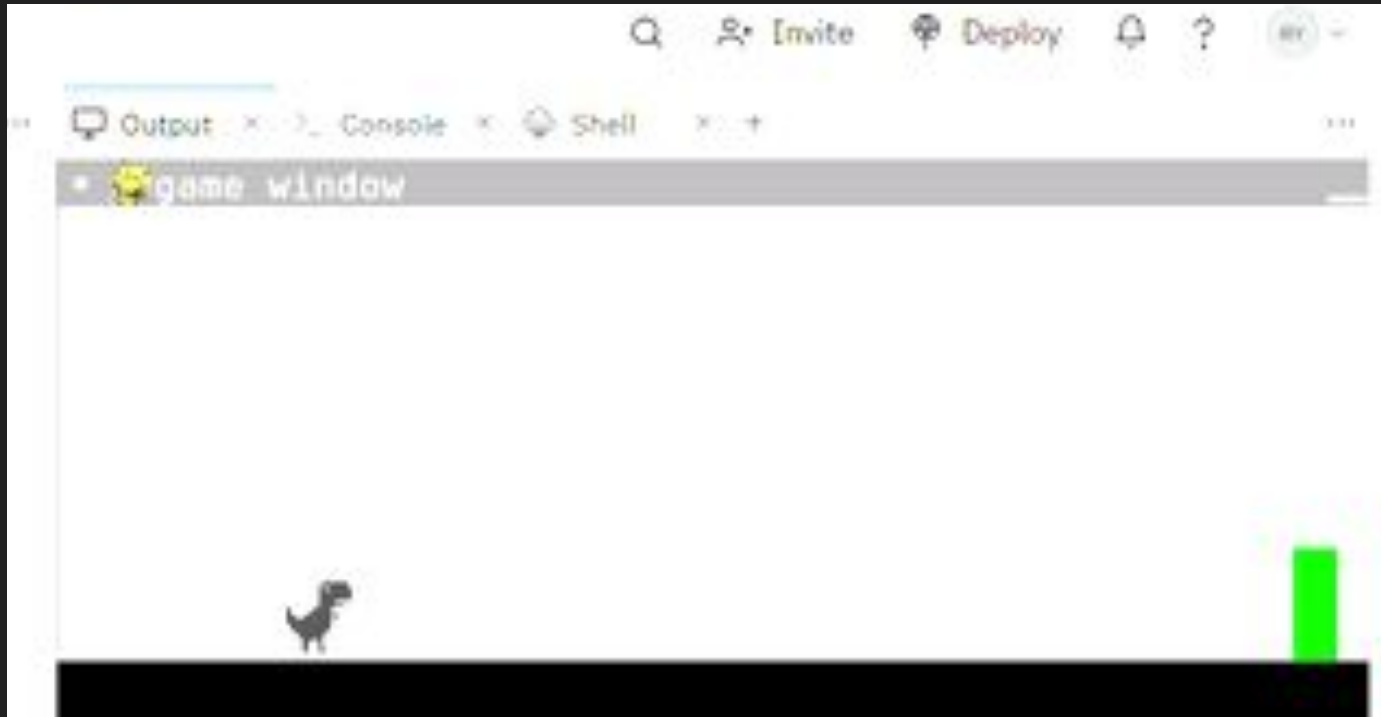
Dino Jump Game

Hack Club

Final Code: <https://replit.com/@rysh222/dino-jump>

Dino Jump Game

Today's Goal:



Dino Jump Game

Getting Started (MAKING A REPL):

1. Open up replit.com:

2. Create a Repl

Create a Repl Import from GitHub ×

Template Q

Pygame
replit

Templates

Pygame (Beta)
replit

Title

Public
Anyone can view and fork this Repl.

[⚡ Upgrade to make private](#)

2b.

Create a Repl Import from GitHub ×

Template Pygame ▼

Pygame ✓
replit Games

Public
Anyone can view and fork this Repl.

[⚡ Upgrade to make private](#)

Pygame is a cross-platform set of Python modules designed for writing video games.

replit ♡ 311 + 571.9K

[+ Create Repl](#)

Dino Jump Game

Starting the Code

Import `pygame` and initialize the imported pygame module by using `pygame.init()`

```
import pygame

pygame.init()
```

Create a `timer` and a `window` to display our game

```
clock = pygame.time.Clock()

window = pygame.display.set_mode((600, 200))
```

Dino Jump Game

Load Dino Image

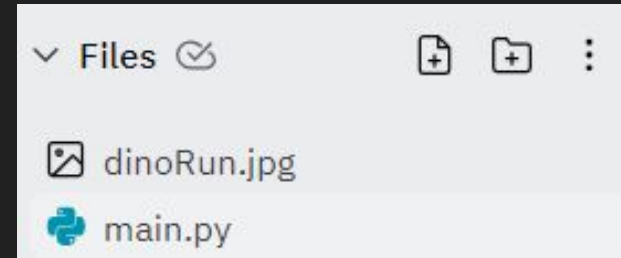
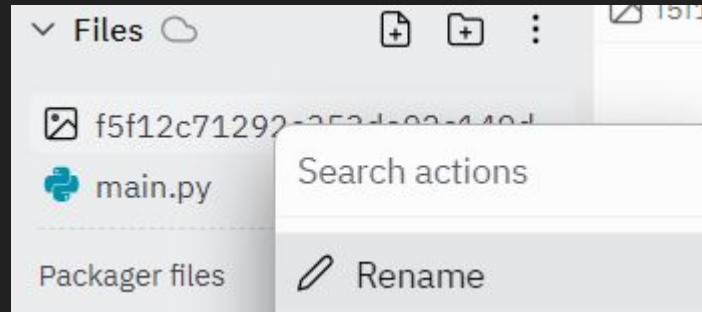
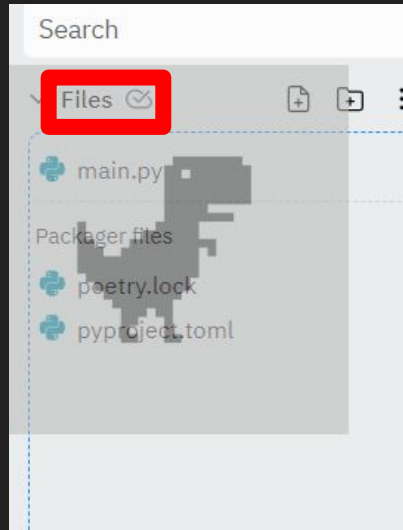
Google for your running dino image.

The screenshot shows a web browser window with three tabs: "Dino Jump Game Slide - Goog...", "dino-jump - Replit", and "dino jump .jpg file - Google Se...". The address bar contains the search URL: "google.com/search?q=dino+jump+.jpg+file&&tbm=isch&ved=2ahUKEwjMjvwMh5KEAxV4x8kDHeznBmMQ2-cCegQIABAA&ooq=dino+jump+.jpg+file&gs_lp=EgNpbWciE2Rpbm8ga...". The search results for "dino jump .jpg file" are displayed in a grid. The first row includes a blue dinosaur on a red background (Shutterstock), a dinosaur cutout (Alamy), and a line of small dinosaurs (Shutterstock). The second row features a red dinosaur on a skateboard (Shutterstock), a green dinosaur cutout (Alamy), and a "Dino Jump" game title screen (Amazon). A Pinterest preview on the right shows a pixelated black dinosaur silhouette on a white background.

Dino Jump Game

Load Dino Image

Drag your image on to [replit files tab](#), right click it, then rename it to [dinoRun.jpg](#)



Dino Jump Game

Set Dino

We need that dino image to appear on our screen

Load your dino image into pygame, and scale it down to 60 x 60 px

Set dino x-axis and y-axis position to the bottom of your screen

Set jump to false and jump speed to 17

```
dino = pygame.image.load('dinoRun.jpg')
dino = pygame.transform.scale(dino, (60,60))

dinox = window.get_width() / 7
dinoy = window.get_height() - 50
jump = False
jumpSpeed = 17
```

Dino Jump Game

Set Cactus position

Set cactus **x-axis** and **y-axis** as the bottom of the screen

```
cactusx = window.get_width()  
cactusy = window.get_height() - 50
```


Dino Jump Game

Game Over Message

Set the **font family** and **size**. Then **render** the font in the middle of the screen.

This is a section of the highlighted text

```
font = pygame.font.SysFont('Comic Sans MS', 32)
text = font.render('u died', False, (0, 0, 255))
```

Dino Jump Game

While Loop

****All the codes starting from here is going to be inside the `while loop`. Be careful with the `indentation!`****

When the game starts, fill the background with `white` color, aka `rgb (255, 255, 255)`

```
while True:  
    window.fill((255,255,255))
```

Dino Jump Game

Cactus on Screen

Use `pygame.draw.rect` to generate the cactus.

```
pygame.draw.rect(window, (0, 255, 0), (cactusx,cactusy,20,50))
cactusx -= 7
if cactusx < 0:
    cactusx = window.get_width()
```

Dino Jump Game

Game Over Screen

It looks complicated, but all this code does is **stopping the code** when the dino crashes into the cactus. Game over message is gonna appear.

```
if cactusx < dinox+50 and cactusx+20 > dinox and dinoy+50 > cactusy:  
    window.blit(text, (250,100))  
    pygame.display.update()  
    break
```

Dino Jump Game

Make the Dino Jump!

Use `event.get` to check which key the user is pressing down. We are going to set the `spacebar` key as a jump.

```
for event in pygame.event.get():
    if event.type == pygame.KEYDOWN:
        if event.key == pygame.K_SPACE:
            jump = True
```

Dino Jump Game

Dino Jump

Change the dino y-axis, aka jump, when the **spacebar** is pressed.

When the dino comes back to its original position, set **jump** to **false**.

```
if jump:
    dinoy -= jumpSpeed
    jumpSpeed -= 1.5
    if dinoy + 50 > window.get_height():
        dinoy = window.get_height() - 50
        jump = False
        jumpSpeed = 17
```

Dino Jump Game

Render the Dino on Screen

Generate the dino on the set position, and update the screen every 60 milliseconds.

****This code should be outside of the while loop****

```
window.blit(dino, (dinox,dinoy))
```

```
clock.tick(60)
```

```
pygame.display.update()
```

We are Done!

Try messing around with the code and
making it your own!