

Space Bar Game

Hack Club

Code: <https://replit.com/@TungaraFrog/Space-Game>

Space Bar Game

Getting Started:

1. Open up replit:

2. Create a Repl

Create a Repl Import from GitHub ×

Template

Python replit

Pygame replit

Python (with Turtle) replit

Python (with Turtle, Beta)

Title

Public
Anyone can view and fork this Repl.

2b.

Create a Repl Import from GitHub ×

Template

Python ✓

Python is a high-level, interpreted, general-purpose programming language.

replit 4K + 44M

Title

Public
Anyone can view and fork this Repl.

Space Bar Game

Importing Libraries:

Import `time` and `turtle`:

```
import time  
import turtle
```

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Initial Statements

Move the turtle to where we want to put our text:

```
turtle.hideturtle()  
turtle.up()  
turtle.goto(-150,0)
```

Initialize some variables and add text:

```
start = 0  
spacePress = 0  
turtle.write("Press Left for Space Game 1 Right for Space Game 2", font=("Arial", 8, "normal"))
```

- get the user's starting time
- Record number of time the user presses spacebar

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Initial Booleans

Initialize booleans:

```
game1Playing = False
```

```
game2Playing = False
```

```
game2end = False
```

```
timerActive = False
```

Space Bar Game

Gamemode select Functions

Make `left()`:

```
def left():  
    global game1Playing  
    global start  
    game1Playing = True  
    start = time.time()
```

add:

```
turtle.clear()  
turtle.goto(-100,0)  
turtle.write("Click Space as Much as Possible", font=("Arial", 10, "normal"))
```

Space Bar Game

Gamemode select Functions

Make `right()`:

```
def right():  
    global game2Playing  
    game2Playing = True
```

add:

```
turtle.clear()  
turtle.goto(-100,0)  
turtle.write("Click Space as Much as Possible", font=("Arial", 10, "normal"))
```

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Timer Function

Make `TimerActivate()`:

```
def TimerActivate():  
    global game2end  
    timeVal = 5  
    for i in range(timeVal):  
        turtle.clear()  
        turtle.goto(-100,0)  
        turtle.write("Seconds Remaining: " + str(timeVal - i), font=("Arial", 10, "normal"))  
        time.sleep(1)  
    game2end = True
```


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Spacebar Function

Make `space()`:

```
def space():  
    global game1Playing  
    global spacePress  
    global timerActive  
    global game2Playing  
    spacePressAmt = 100
```

```
if (game1Playing):  
    spacePress+=1  
    turtle.clear()  
    end = time.time()  
    turtle.goto(-50,0)  
    turtle.write(str(spacePress) + "/" + str(spacePressAmt) + " presses", font=("Arial", 10, "normal"))
```

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Detecting if game 1 has finished

Add to `space()` in `if (game1Playing)`:

```
if (spacePress >= spacePressAmt):  
    end = time.time()  
    turtle.clear()  
    turtle.goto(-50,0)  
    turtle.write("Time is " + str(round(end-start,2)) + " seconds!", font=("Arial", 10, "normal"))  
    game1Playing = False
```

Space Bar Game

Detecting if game 1 has finished

Add to `space()` in `if (game1Playing)`:

```
if (spacePress >= spacePressAmt):  
    end = time.time()  
    turtle.clear()  
    turtle.goto(-50,0)  
    turtle.write("Time is " + str(round(end-start,2)) + " seconds!", font=("Arial", 10, "normal"))  
    game1Playing = False
```

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Making Game 2

In the `space()` add:

```
def space():  
    #What we already wrote would be here.  
    elif (game2Playing):  
        spacePress+=1  
        if (timerActive == False):  
            timerActive = True  
            TimerActivate()
```

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Making Game 2

In the `space()` add:

```
def space():  
    #What we already wrote would be here.  
    elif (game2Playing):  
        #What we just wrote would be here.  
        if (game2end):  
            turtle.clear()  
            turtle.goto(-15,0)  
            turtle.write(str(spacePress) + " Presses!", font=("Arial", 10, "normal"))  
            game2Playing = False
```

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Ending Statements

At the end of your `.py` file add:

```
turtle.onkey(space, "space")
turtle.onkey(left, "Left")
turtle.onkey(right, "Right")

turtle.listen()
turtle.mainloop()
```

We are Done!

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