

```

1
2 #Set Up Game
3 import turtle, random
4
5 screen = turtle.Screen()
6 screen.bgcolor("gray")
7 screen.delay(0)
8
9 sprite = turtle.Turtle()
10 sprite.penup()
11 sprite.speed(0)
12 sprite.ht()
13
14 #Set Up Actors
15 player = sprite.clone()
16 player.shape("turtle")
17 player.color("green")
18 player.seth(90)
19 player.goto(0,-180)
20 player.st()
21
22 cars = []
23 for i in range(10):
24     car = sprite.clone()
25     car.shape("square")
26     if i % 2:
27         car.seth(0)
28     else:
29         car.seth(180)
30
31     car.goto(random.randint(-200,200),-120+i*30)
32     car.st()
33     cars.append(car)
34
35 #Set Up Game Loop
36 def update():
37     player.fd(10)
38     if(player.ycor() < 200):
39         for car in cars:
40             car.fd(10)
41             if car.distance(player) < 20:
42                 break
43             elif(car.xcor() < -200 or car.xcor() > 200):
44                 car.left(180)
45         else:
46             screen.ontimer(update, 50)
47
48 #Set Up Controls
49 def up():
50     player.seth(90)
51
52 def down():
53     player.seth(270)
54
55 def left():
56     player.seth(180)
57
58
59

```

