

```

import os,sys
import pygame
from pygame.locals import *

def load_image (name, colorkey=None):
    fullname = os.path.join('data',name)
    image = pygame.image.load(fullname)
    image = image.convert()
    if colorkey is not None:
        if colorkey is -1:
            colorkey = image.get_at((0,0))
        image.set_colorkey(colorkey,RLEACCEL)
    return image

def main() :

    pygame.init()
    screen = pygame.display.set_mode((800,600))
    pygame.display.set_caption("Exodus")
    pygame.mouse.set_visible(0)

    gameState = 1
    itemHebcloth = 0

    magicman = load_image("princeMoses.bmp", -1)
    itemBG = load_image("inventoryscreen.bmp")
    moses = load_image("princeMoses.bmp", -1)
    itemCloth = load_image("hebrewclothes.bmp")
    dlgScreen = load_image("clothesDialogue.bmp")
    gameboardMain = load_image ("gameboard.bmp")
    thePC = moses.subsurface(((0,0),(100,100)))

    magicianEnemy = magicman.subsurface(((0,0),(100,100)))
    tileBG = gameboardMain.subsurface(((0,0),(800,600)))

    Rsnake = load_image("Rsnake.bmp")
    Lsnake = load_image("Lsnake.bmp")
    Usnake = load_image("Usnake.bmp")
    Dsnake = load_image("Dsnake.bmp")

    which = 0
    whichcycle = 0
    direction = 3
    enemydirection = 3
    posX = 350
    posY = 250
    BGhor = 2
    BGvert = 0
    whatY = 0

```

whatX = 2

GodStaff = 0

RsnakeX = -100

RsnakeY = -100

LsnakeX = 900

LsnakeY = -100

UsnakeX = -100

UsnakeY = 700

DsnakeX = -100

DsnakeY = -100

RsnakeReset = 1

LsnakeReset = 1

UsnakeReset = 1

DsnakeReset = 1

magAnim = 0

enmyposX = 200

paused = 0

DialogueCheck = 0

maze = 0

mazelevel = 0

mazeRgt = 0

mazeLft = 0

mazeDwn = 0

mazecheck = [0,0,0]

mazecheck [0] = mazeRgt

mazecheck [1] = mazeLft

mazecheck [2] = mazeDwn

while 1:

    for event in pygame.event.get():

        if event.type == QUIT:

            return

    if (gameState == 1):

        pressed = pygame.key.get\_pressed()



```
mazecheck [0] = mazeRgt
mazecheck [1] = mazeLft
mazecheck [2] = mazeDwn
```

```
if (mazelevel <= 1):
    if (whatlevel == 16):
        maze = 1
```

```
if (mazelevel == 0):
    if (mazecheck == [0,1,0]):
        mazelevel = 1
```

```
if (mazelevel == 1):
    if (mazecheck == [1,1,0]):
        mazelevel = 2
```

```
if (mazelevel == 2):
    if (mazecheck == [1,1,1]):
        mazelevel = 3
```

```
if (mazelevel == 3):
    if (mazecheck == [1,1,2]):
        mazelevel = 4
```

```
if (mazelevel == 4):
    if (mazecheck == [1,1,3]):
        mazelevel = 5
```

```
if (mazelevel == 5):
    if (mazecheck == [1,1,4]):
        mazelevel = 6
```

```
# maze mose is off if maze level is greater than or equal to
```

```
if (mazelevel >= 5):
    if (whatlevel == 16):
        maze = 0
```

```
# maze mode is on if maze level is less than or equal to
```

```
if (mazelevel <= 4):
    if (whatlevel == 16):
        maze = 1
```

```
# Maze Maze Maze Maze
# ended
```

```
if(pressed[32]):
    if(GodStaff == 1):
        if(direction == 0) and (RsnakeReset == 1):
            RsnakeY = (posY + 50)
            RsnakeX = (posX + 100)
            RsnakeReset = 0
        if(direction == 1) and (LsnakeReset == 1):
            LsnakeY = (posY + 50)
```

```
LsnakeX = (posX)
LsnakeReset = 0
if(direction == 2) and (UsnakeReset == 1):
    UsnakeY = (posY + 100)
    UsnakeX = (posX + 50)
    LsnakeReset = 0
if(direction == 3) and (DsnakeReset == 1):
    DsnakeY = (posY + 100)
    DsnakeX = (posX + 50)
    LsnakeReset = 0
```

```
if(pressed[112]):
    #gameState = 0
    paused = 1
```

```
# IF MAZE off movement
```

```
if (maze == 0):
    if (posY <= -26):
        posY = 525
        BGvert += -1
        whatY += -5
        maze = 0
        mazelevel = 0
        mazeRgt = 0
        mazeLft = 0
        mazeDwn = 0
        print "level", whatY + whatX
```

```
if (posY >= 526):
    posY = -25
    BGvert += 1
    whatY += 5
    print "level", whatY + whatX
```

```
if (posX <= -26):
    posX = 725
    BGhor += -1
    whatX += -1
    print "level", whatY + whatX
```

```
if (posX >= 726):
    posX = -25
    BGhor += 1
    whatX += 1
    print "level", whatY + whatX
```

```

# up
if (pressed[273]) and (paused == 0):

    sqrY = ((posY + 100) / 100)*8
    TempPos = sqrX + sqrY
    newY = (TempPos - 8)

    if(BGvert >= 1):
        if(level [newY] == 0):
            direction = 2
            posY -= 5
            moving = 1
    if(newY >= 0):
        if(level [newY] == 0):
            direction = 2
            posY -= 5
            moving = 1

    print "TempPos",TempPos, "whatlevel", whatlevel,
    "newY", newY, "sqrY", sqrY, "sqrX", sqrX

```

```

# down
elif (pressed[274]) and (paused == 0):

    sqrY = (posY/100)*8
    TempPos = sqrX + sqrY

    newY = (TempPos + 8)

    if(BGvert <= 3):
        if(level [newY] == 0):
            direction = 3
            posY += 5
            moving = 1
    elif(newY <= 48):
        if(level [newY] == 0):
            direction = 3
            posY += 5
            moving = 1

    print "TempPos = sqrX + sqrY ",TempPos,
    "whatlevel",whatlevel, "newY", newY, "bgvert", BGvert, "sqrY", sqrY, "sqrX", sqrX

```

```

# right
elif (pressed[275]) and (paused == 0):

```

```
sqrX = (posX)/100
TempPos = sqrX + sqrY
newX = (TempPos + 1)
```

```
if(BGhor <= 3):
    if(level [newX] == 0):
        direction = 0
        posX += 5
        moving = 1
    if(sqrX >= 6):
        direction = 0
        posX += 5
        moving = 1
elif(posX <= 600):
    if(level [newX] == 0):
        direction = 0
        posX += 5
        moving = 1
```

```
print "TempPos = sqrX + sqrY ",TempPos,
"whatlevel", whatlevel,"posX", posX, BGhor, "newX", newX, "sqrX", sqrX, "sqrY", sqrY,
"enmyposX", enmyposX
```

```
# left
```

```
elif (pressed[276] and (paused == 0):
```

```
sqrX = (posX + 100)/100
TempPos = sqrX + sqrY
newX = (TempPos - 1)
```

```
if (BGhor >= 1):
    if(level [newX] == 0):
        direction = 1
        posX -= 5
    if(sqrX == 0):
        direction = 1
        posX -= 5
```

```
elif (posX >= 20):
    if(level [newX] == 0):
        direction = 1
        posX -= 5
```

```
moving = 1
```

```
print "TempPos = sqrX + sqrY ",TempPos,  
whatlevel, "posX", posX, "BGhor", BGhor, "newX", newX, "sqrX", sqrX, "sqrY", sqrY
```

```
else:
```

```
    moving = 0
```

```
if (mazelevel >=2):
```

```
    if (whatlevel == 16):
```

```
        maze = 0
```

```
if (mazelevel <= 1):
```

```
    if (whatlevel == 16):
```

```
        maze = 1
```

```
# IF MAZE on movement
```

```
elif (maze == 1):
```

```
if (posY <= -26):
```

```
    posY = 525
```

```
    BGvert += -1
```

```
    whatY += -5
```

```
    maze = 0
```

```
    mazelevel = 0
```

```
    mazeRgt = 0
```

```
    mazeLft = 0
```

```
    mazeDwn = 0
```

```
if (posY >= 526):
```

```
    posY = -25
```

```
    mazeDwn += 1
```

```
    #BGvert += 1
```

```
    #whatY += 5
```

```
    print
```

```
"mazeRgt",mazeRgt,"mazeLft",mazeLft,"mazeDwn",mazeDwn, "mazecheck",  
mazecheck
```

```
if (posX <= -26):
```

```
    posX = 725
```

```
    mazeLft += 1
```

```
    #BGhor += -1
```

```
    #whatX += -1
```

```
    print
```

```
"mazeRgt",mazeRgt,"mazeLft",mazeLft,"mazeDwn",mazeDwn, "mazecheck",
```

mazecheck

```
        if (posX >= 726):
            posX = -25
            mazeRgt += 1
            #BGhor += 1
            #whatX += 1
            print
"mazeRgt",mazeRgt,"mazelft",mazelft,"mazeDwn",mazeDwn, "mazecheck",
mazecheck
```

# up

```
if (pressed[273]) and (paused == 0):
```

```
    sqrY = ((posY + 100) / 100)*8
    TempPos = sqrX + sqrY
    newY = (TempPos - 8)
```

```
    if(BGvert >= 1):
```

```
        if(level [newY] == 0):
```

```
            direction = 2
```

```
            posY -= 5
```

```
            moving = 1
```

```
    if(newY >= 0):
```

```
        if(level [newY] == 0):
```

```
            direction = 2
```

```
            posY -= 5
```

```
            moving = 1
```

```
    print
```

```
"mazeRgt",mazeRgt,"mazelft",mazelft,"mazeDwn",mazeDwn, "mazelevel",
mazelevel, "mazecheck", mazecheck
```

# down

```
elif (pressed[274]) and (paused == 0):
```

```
    sqrY = (posY/100)*8
```

```
    TempPos = sqrX + sqrY
```

```
    newY = (TempPos + 8)
```

```
    if(BGvert <= 3):
```

```
        if(level [newY] == 0):
```

```
            direction = 3
```

```
            posY += 5
```

```
            moving = 1
```

```
    elif(newY <= 48):
```

```

        if(level [newY] == 0):
            direction = 3
            posY += 5
            moving = 1

        print
"mazeRgt",mazeRgt,"mazelft",mazelft,"mazedwn",mazedwn, "mazelevel",
mazelevel, "mazecheck", mazecheck

```

```

# right
elif (pressed[275]) and (paused == 0):

```

```

    sqrX = (posX)/100
    TempPos = sqrX + sqrY
    newX = (TempPos + 1)

```

```

    if(BGhor <= 3):
        if(level [newX] == 0):
            direction = 0
            posX += 5
            moving = 1
        if(sqrX >= 6):
            direction = 0
            posX += 5
            moving = 1
    elif(posX <= 600):
        if(level [newX] == 0):
            direction = 0
            posX += 5
            moving = 1

```

```

        print
"mazeRgt",mazeRgt,"mazelft",mazelft,"mazedwn",mazedwn, "mazelevel",
mazelevel, "mazecheck", mazecheck

```

```

# left
elif (pressed[276]) and (paused == 0):

```

```

    sqrX = (posX + 100)/100
    TempPos = sqrX + sqrY
    newX = (TempPos - 1)

```

```

    if (BGhor >= 1):

```

```

        if(level [newX] == 0):
            direction = 1
            posX -= 5
        if(sqrX == 0):
            direction = 1
            posX -= 5

    elif (posX >= 20):
        if(level [newX] == 0):
            direction = 1
            posX -= 5

    moving = 1

    print
    "mazeRgt",mazeRgt,"mazelft",mazelft,"mazeDwn",mazeDwn, "mazelevel",
    mazelevel, "mazecheck", mazecheck

    else:
        moving = 0

tempX = which*100

BGtempX = BGhor*800

enmytempX = whichcycle*100

# level and item check
#screen element_ enemies, BG sprites, items

    if (whatlevel == 4):
        if (itemHebcloth == 0):
            if (TempPos == 21):
                posX += 50
                paused = 1
                DialogueCheck = 1
                dlgScreen = load_image
("clothesDialogue.bmp")

    if (DialogueCheck == 1):
        if (pressed[121]):
            itemHebcloth = 1
            moses = load_image("hebrewMoses.bmp", -1)
            paused = 0

```

```

        DialogueCheck = 0
    elif (pressed[1 10]):
        paused = 0
        DialogueCheck = 0

    if (itemHebcloth == 1):
        if (whatlevel == 20):
            if (GodStaff == 0):
                if (TempPos == 22):
                    paused = 1
                    DialogueCheck = 2
                    dlgScreen = load_image
("clothesDialogue.bmp")

    if (DialogueCheck == 2):
        if (pressed[1 21]):
            GodStaff = 1
            moses = load_image("hebrewMoses.bmp", -1)
            paused = 0
            DialogueCheck = 0
        elif (pressed[1 10]):
            #faith = 0
            paused = 0
            DialogueCheck = 0

    if (whatlevel == 2) and (GodStaff == 1):
        #if (posX >= 145) and (posX <= 570) :
        enmyposX = posX
        magAnim = 1

    if (whatlevel == 1) and (GodStaff == 1):
        #if (posX >= 145) and (posX <= 570) :
        enmyposX = posX
        magAnim = 1

# screen.blit(gameboardMain,(0,0))

    tileBG = gameboardMain.subsurface((BGtempX,BGvert*600),
(800,600))

    thePC = moses.subsurface(((tempX, (direction*100)),
(100,100)))

    magicianEnemy = magicman.subsurface(((enmytempX,
(enmydirection*100)),(100,100)))

```

```

screen.blit(tileBG, (0,0))

#screen.blit(bullet,(bulletX,bulletY))
if (GodStaff == 1):
    screen.blit(Rsnake,(RsnakeX,RsnakeY))
    screen.blit(Lsnake,(LsnakeX,LsnakeY))
    screen.blit(Usnake,(UsnakeX,UsnakeY))
    screen.blit(Dsnake,(DsnakeX,DsnakeY))

if (whatlevel == 4) and (itemHebcloth == 0):
    screen.blit(itemCloth, (500,200))
    if (DialogueCheck == 1):
        screen.blit(dlgScreen, (100,0))

if (whatlevel == 20) and (GodStaff == 0):
    if (DialogueCheck == 2):
        screen.blit(dlgScreen, (100,0))

if (whatlevel == 2) and (GodStaff == 1):
    screen.blit(magicianEnemy, (enmyposX, 200))
if (whatlevel == 1) and (GodStaff == 1):
    screen.blit(magicianEnemy, (enmyposX, 200))

screen.blit(thePC, (posX,posY))

#move the snakes
RsnakeX += 10
LsnakeX -= 10
UsnakeY -= 10
DsnakeY += 10

if (RsnakeX >= 850):
    RsnakeReset = 1
if (LsnakeX <= -50):
    LsnakeReset = 1
if (UsnakeY <= -50):
    UsnakeReset = 1
if (DsnakeY >= 650):
    DsnakeReset = 1

# setup subsurface Animation
if (moving):
    which = (which+1)%4
if (magAnim):
    whichcycle =(whichcycle+1)%4

pygame.display.flip()

```

```
elif (gameState == 0):
```

```
    print gameState  
    pygame.display.flip()
```

```
if __name__ == "__main__": main()
```