Game name: Asteroids shooter

Game description:

This game is a simple shooter-based game made in python using pygame. In this code the game initializes first by creating a window and setting its dimensions 800x800. Then all the images and sounds are loaded. The necessary libraries are imported, including pygame, math, random, and json. Pygame is initialized and the game window is set up. Images and sounds used in the game are loaded. The player class is defined, which represents the player's spaceship. It has methods for drawing the spaceship, turning left or right, moving forward, and updating its location. The bullet class is defined, representing the bullets shot by the player's spaceship. It has methods for moving and drawing the bullets, as well as checking if they go off the screen. The asteroid class is defined, representing the asteroids in the game. It has methods for drawing the asteroids and handling collisions with the player's spaceship. Several other classes are defined for power-ups, stars, and score multipliers in the game. Functions for saving and loading player data are defined using JSON. The game loop starts, where the game updates and redraws the game window. Various game objects (player, asteroids, bullets, etc.) are created and updated within the game loop. Collision detection between the player's spaceship and asteroids or bullets is handled. The game window is redrawn with updated positions and scores. The game loop continues until the player chooses to quit.