1. Import the pygame and random modules.

2. Define a function named main:

3. Initialize the pygame module.

4. Set the screen size and caption for the game window.

5. Load a background image from the directory path and set it as the background with scale.

6. Create a green box surface for the player's character.

7. Set the initial position of the green box at the center of the screen.

8. Create a red box surface for the obstacle.

9. Set the initial position of the red box randomly on the screen.

10. Create a font object for displaying text.

11. Create a clock object to control the game's frame rate.

12. Initialize variables to control the game loop and track game over status.

13. Enter the game loop.

14. Set the frame rate to 30 frames per second.

15. Move the red box downward by 4 pixels in each iteration of the game loop.

16. Check for events like window closure or key presses.

17. If the Escape key is pressed, exit the game loop.

18. Move the green box based on the pressed arrow keys: A (left), D (right), S (down), W (up).

19. Ensure that the green box stays within the boundaries of the screen.

20. If the red box moves beyond the screen boundaries, reset its position randomly.

21. Check for collision between the green and red boxes.

22. If a collision occurs, set the game over status to true and record the time.

23. If the game is over, display the "Game Over" message at the center of the screen.

24. Continue displaying the "Game Over" message for 3 seconds.

25. Exit the message display loop and the game loop.

26. Clear the screen and redraw all game elements.

27. Update the display to show the changes.

28. Exit the game loop when the game is over or the window is closed.

29. Quit the pygame module.

30. Define the main function as the entry point of the program.

31. Call the main function if the script is executed directly.