Code:

import pygame

import sys

pygame.init()

jump\_sound = pygame.mixer.Sound("jump.wav")

pygame.mixer.music.load("background.mp3")

pygame.mixer.music.play(-1)

WIDTH, HEIGHT = 600, 400

FPS = 60

GRAVITY = 0.8

JUMP\_STRENGTH = -15

GROUND\_LEVEL = HEIGHT - 50

screen = pygame.display.set\_mode((WIDTH, HEIGHT))

pygame.display.set\_caption("Jumping Box")

clock = pygame.time.Clock()

box\_size = 50

box\_x = WIDTH // 2 - box\_size // 2

box\_y = GROUND\_LEVEL - box\_size

box\_y\_velocity = 0

is\_jumping = False

BG\_COLOR = (30, 30, 30)

BOX\_COLOR = (0, 180, 255)

while True:

    for event in pygame.event.get():

        if event.type == pygame.QUIT:

            pygame.quit()

            sys.exit()

    keys = pygame.key.get\_pressed()

    if keys[pygame.K\_SPACE] and not is\_jumping:

        box\_y\_velocity = JUMP\_STRENGTH

        is\_jumping = True

        jump\_sound.play()

    if is\_jumping:

        box\_y\_velocity += GRAVITY

        box\_y += box\_y\_velocity

        if box\_y >= GROUND\_LEVEL - box\_size:

            box\_y = GROUND\_LEVEL - box\_size

            box\_y\_velocity = 0

            is\_jumping = False

    screen.fill(BG\_COLOR)

    pygame.draw.rect(screen, BOX\_COLOR, (box\_x, int(box\_y), box\_size, box\_size))

    pygame.draw.line(screen, (255, 255, 255), (0, GROUND\_LEVEL), (WIDTH, GROUND\_LEVEL), 2)

    pygame.display.flip()

    clock.tick(FPS)