Apple Catcher Game using Pygame Library

Description:

Apple Catcher is a fun Python game using Pygame, where players catch falling apples while avoiding obstacles. Players enter their name via the terminal, and their score is saved in an SQLite database. The game ends after five misses and displays a leaderboard with names and scores of previous players.

Abstract:

Apple Catcher is an interactive arcade-style game developed in Python using the Pygame library, offering a fun and simple experience. Players control a basket to catch falling apples while avoiding obstacles. Upon starting the game, players enter their name through the terminal, personalizing the experience. The game keeps track of the player's score, increasing it for each apple caught, and deducting a miss for each obstacle hit. After five misses, the game ends. The player's name and score are stored in an SQLite database, and a leaderboard displaying scores of all players is shown, encouraging replayability and competition.

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