Pygame documentary

1. Initialization: The code begins by importing necessary libraries and initializing Pygame. It also sets up the game window and loads the necessary images for the game, including the background, spaceship, and aliens [**1**](https://www.geeksforgeeks.org/building-space-invaders-using-pygame-python/).
2. Game Variables: The code defines several variables for the game, such as the spaceship's position (Spaceships), the score and the state of the game. It also sets up a list of aliens and their respective positions and speeds [**1**](https://www.geeksforgeeks.org/building-space-invaders-using-pygame-python/).
3. Game Loop: The game loop is where the game's logic is processed. It starts by updating the screen and checking for any events such as closing the game window or pressing a key. If the left or right arrow key is pressed, the spaceship moves in the corresponding direction. If the space bar is pressed, a bullet is fired from the spaceship [**4**](https://learnpurpose.hashnode.dev/blast-off-into-fun-create-a-space-shooter-game-with-python-and-pygame-part-10-of-gamedev-series).
4. Movement and Collision Detection: The spaceship and aliens move according to their respective speeds. If an alien reaches a certain position, it is repositioned at a random location. The code also checks for collisions between the bullet and the aliens. If a collision is detected, the bullet is reset and the score is increased [**1**](https://www.geeksforgeeks.org/building-space-invaders-using-pygame-python/).
5. Rendering: The game objects (spaceship, aliens, and bullets) are drawn on the screen using the function. The score is also displayed on the screen [**4**](https://learnpurpose.hashnode.dev/blast-off-into-fun-create-a-space-shooter-game-with-python-and-pygame-part-10-of-gamedev-series).
6. Game Over: If an alien reaches a certain position, the game ends and a "Game Over" message is displayed [**1**](https://www.geeksforgeeks.org/building-space-invaders-using-pygame-python/).