

PyGame Task

The task is to design, a simple GUI which has a certain spawnable object which can be spawned multiple times. So, in single window depending upon the number entered by the user, that many objects will be spawned without overlapping. Each object can be selected by a mouse click and controlled using the keyboard at a given time. While moving overlapping is not allowed. Try to make it a multifile program, so that the individual components are independent and thus easy to modify if needed. And also incorporate object oriented programming.

Libraries Needed

- PyGame

Requirements

- Keyboard Control : Movement should be Up, Down, Left, Right (no rotations)
- Multiple objects on the screen, each should be selected by clicking, default is the first one made
- Use OOPS
- Use multifile system (if possible)

Example

