**Balloon Pop Game**

**Overview**

Balloon Pop Game is a simple, fun desktop game built using Python's Tkinter library. The player pops colorful balloons floating upward on the screen by clicking on them. The goal is to pop as many balloons as possible before running out of lives.

**Features**

* Balloons spawn at random positions and move upward at a steady pace.
* Pop balloons by clicking on them to earn points.
* Lose a life if a balloon reaches the top without being popped.
* Game ends when lives reach zero, with an option to restart.
* Score and remaining lives are displayed on the screen.
* Background image to enhance visual appeal.

**Requirements**

* Python 3.x
* Tkinter (usually included with Python)
* A background image named balloon blast.png in the same directory as the script

**How to Run**

1. Ensure you have Python 3 installed.
2. Save the game script as balloon\_game.py.
3. Place an image file named balloon blast.png in the same folder.
4. Run the script:

**Gameplay Instructions**

* Click on the balloons before they float off the top of the window.
* Each popped balloon increases your score by 1.
* If a balloon escapes without popping, you lose a life.
* The game ends when all lives are lost.
* After game over, you can choose to restart or exit.

**Code Structure**

* **BalloonGame**: Main game class handling UI, balloon spawning, movement, scoring, and game lifecycle.
* Uses Tkinter Canvas for drawing balloons and background.
* Balloons are represented as ovals with random colors and sizes.
* Event binding for popping balloons by mouse click.

**Customization**

* Change balloon colors by editing the self.colors list.
* Adjust spawn speed and balloon movement speed using self.spawn\_delay and self.balloon\_speed.
* Replace or customize the background image by updating balloon blast.png.

**License**

This project is open-source and free to use for educational and personal purposes.