

# Flow Free

- This game is designed using pygame. It uses different features of pygame and Python .We have used the drawing of line and also many other such features in the present project.The player is given a series of dots in a grid according to the player's choice.He has to join the dots of the same color without each line having to cross that of the other.The user is free to follow any pattern .The game starts getting harder as we increase the grid size.
- We have used the basic features of pygame to design this game. We have used things like drawing line and mouse options and also shapes like drawing rectangles and circles.
- We have also added some music using the mixture in pygame.
- We have used the feature of getting the positions of mouse pointer instantaneously.
- We have used the basic for loop and lists to create a border.
- The pygame uses RGB format for colors.
- In the game each if the screens is a function which is called for the display of each screen.
  - 1.The main screen is contained in *code.py*
  2. The selection screen is *sceen\_s.py*
  - 3.The selection screen for the levels is in *screen\_s\_5.py* and *screen\_s\_6.py* .
  - 4.The game screen is contained in *game\_screen\_5.py* , *game\_screen\_l2* , *game\_screen\_6.py* and *game\_screen\_6\_l2.py*.