

Q

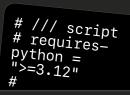


NS Claude please create a game for me using python and pygame. In the game the player should navigate a 2d space using the arrow keys. In this game there should be a maze like region with rocks and stalagmites. Inside the region should be chests which contain gold. The player should be able to navigate the maze and collect gold from the chests.

I'd be happy to create a 2D maze game with pygame where the player collects gold from chests! This will be a single Python file with all the necessary components.

Let me create this game for you:

maze_treasure_game.py Code



I've created a pygame-based maze treasure hunting game for you! This single Python file includes everything you need to run a complete 2D maze game where you can navigate with arrow keys to collect gold from chests.

Here's what the game includes:

- A procedurally generated maze using a randomized depth-first search algorithm
- Player character that can be controlled with arrow keys
- Wall obstacles that prevent movement
- Treasure chests containing random amounts of gold
- A scoring system that tracks how much gold you've collected
- Win condition when all chests are opened

To run the game:

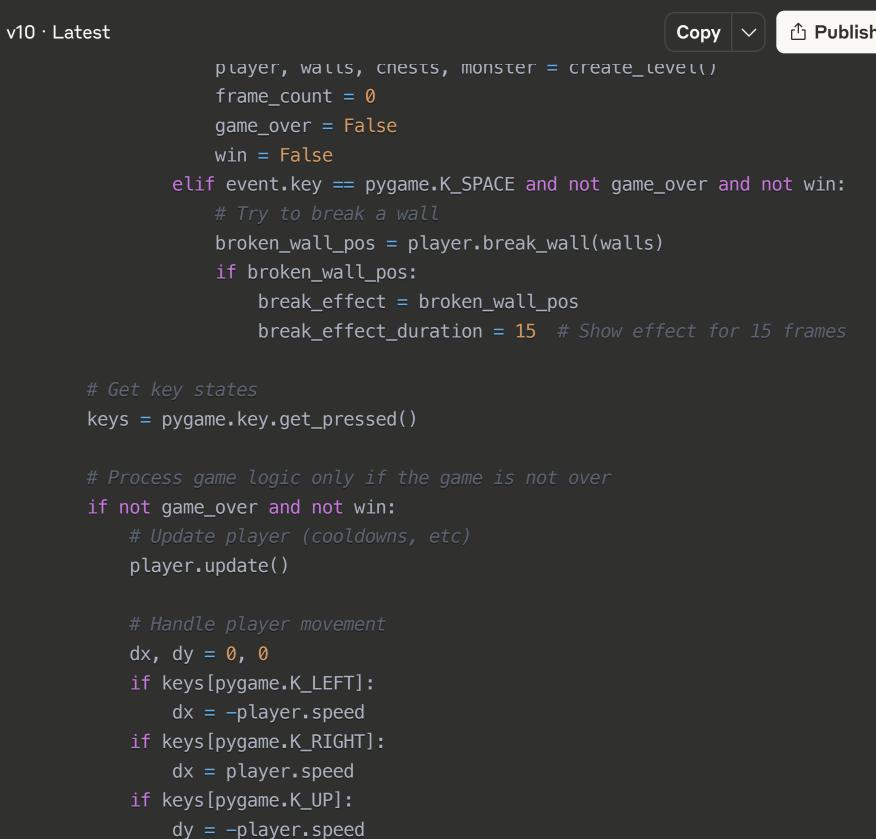
1. Save the code as maze_treasure_game.py

Reply to Claude...



Claude 3.7 Sonnet





```
dy = -player.speed
if keys[pygame.K DOWN]:
   dy = player.speed
player.move(dx, dy, walls)
```

```
monster.move(player, walls, frame_count)
```

if monster.check_collision(player):