```python
1  import pygame
2  import random
3  import math
4  from pygame import mixer
5
6  mixer.init()
7  pygame.init()
8
9  mixer.music.load('background.wav')
10 mixer.music.play(-1)
11
12 scr=pygame.display.set_mode((800,600))
13 pygame.display.set_caption('Space Shooter')
14 icon=pygame.image.load('icon.png')
15 pygame.display.set_icon(icon)
16
17 bg=pygame.image.load('back.png')
18
19 spc=pygame.image.load('arcade.png')
20
21 aln=[]
22 alnx=[]
23 alny=[]
24 spedx=[]
25 spedy=[]
26 val=10
27
28 for i in range(val):
29     aln.append(pygame.image.load('enemy.png'))
30     alnx.append(random.randint(0,736))
31     alny.append(random.randint(30,150))
32     spedx.append(-1)
33     spedy.append(40)
34
35 bul=pygame.image.load('bullet.png')
36 chk=False
37 bulx=386
38 buly=490
39
40 spcx=370
41 spcy=480
42 cngx=0
43
44 score=0
45 f1=pygame.font.SysFont('Algerian',24,'bold')
46 f2=pygame.font.SysFont('timesnewroman',32,'bold')
47
48 def show():
49     img=f1.render(f'Score = {score}',True,'white')
50     scr.blit(img,(10,10))
51
52 def over():
53     im1=f2.render('GAME OVER',True,'red')
54     scr.blit(im1,(300,250))
55
56 run=True
57 while run:
58     scr.blit(bg,(0,0))
59     for eve in pygame.event.get():
60         if eve.type==pygame.QUIT:
```

```python
                run=False
            if eve.type==pygame.KEYDOWN:
                if eve.key==pygame.K_LEFT:
                    cngx=-5
                if eve.key==pygame.K_RIGHT:
                    cngx=5
                if eve.key==pygame.K_SPACE:
                    if not chk:
                        bs=mixer.Sound('laser.wav')
                        bs.play()
                        chk=True
                        bulx=spcx+16
            if eve.type==pygame.KEYUP:
                cngx=0

    spcx+=cngx
    if spcx<=0:
        spcx=0
    elif spcx>=736:
        spcx=736

    for i in range(val):
        if alny[i]>420:
            for j in range(val):
                alny[j]=2000
            over()
            break
        alnx[i]+=spedx[i]
        if alnx[i]<=0:
            spedx[i]=1
            alny[i]+=spedy[i]
        if alnx[i]>=736:
            spedx[i]=-1
            alny[i]+=spedy[i]
        dis=math.sqrt(math.pow(bulx-alnx[i],2)+math.pow(buly-alny[i],2))
        if dis<26:
            es=mixer.Sound('explosion.wav')
            es.play()
            buly=480
            chk=False
            alnx[i]=random.randint(0,736)
            alny[i]=random.randint(30,250)
            score+=1
        scr.blit(aln[i],(alnx[i],alny[i]))
    if buly<=0:
        buly=490
        chk=False
    if chk:
        scr.blit(bul,(bulx,buly))
        buly-=5

    scr.blit(spc,(spcx,spcy))
    show()

    pygame.display.update()
```