

9.	24/09/25	Implement Exceptions and Exception Handling in Python
10.	24/09/25	Use the Matplotlib Module for Plotting in Python
11.	08/10/25	Use the Tkinter Module for UI design
12.	08/10/25	Simulate gaming concepts Using Pygame

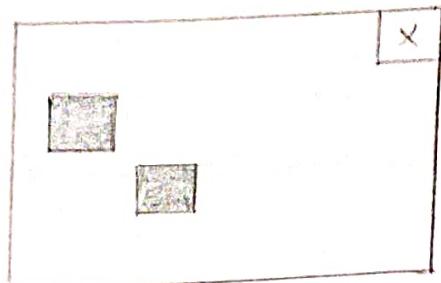
15

R. Surya

( $\alpha$  = normal or  $\beta$  = weak) fine-grained factors -  $\mu_{\alpha\beta}$

" $\partial \phi / \partial t = g$ " ist offiziell "fiktiv" = fiktiv, was zeigt, dass  $\phi$  (fiktiv, fiktiv) kein  $\phi$  ist.

(2-photos) 2004-1-1 (Abst. 3H - needs + bounded), "abst. 3" = p3



## Task-12: Simulate Gaming Concepts using Pygame:

Aim:-

To simulate basic concepts using pygame module by converting a simple interactive game, where a player object can move with arrow keys, an enemy moves automatically, and collision detection ends the game.

Algorithm:-

1. Import and initialize pygame:

Import the pygame module and initialize it using pygame.init()

2. Create a player and enemy object using rectangles.

3. Move player using arrow keys.

4. Move enemy automatically.

5. If player collides with enemy show "Game over" and stop the game.

Program:-

```
keys = pygame.key.get_pressed()
```

```
if not game_over:
```

```
    if keys[pygame.K_LEFT] and player.x > 0:
```

```
        player.x += 5
```

```
    if keys[pygame.K_RIGHT] and player.x < 370:
```

```
        player.x -= 5
```

```
    enemy.x -= 4
```

```
    if enemy.x < -30:
```

```
        enemy.x = 400
```

```
    if player.colliderect(enemy):
```

```
        game_over = True
```

```
win.fill((255, 255, 255))
```

```
pygame.draw.rect(win, (0, 0, 255), player)
```

```
pygame.draw.rect(win, (255, 0, 0), enemy)
```

```
if game_over:
```

```
    text = font.render("Game-over", True, (0, 0, 0))
```

```
    win.blit(text, (120, 120))
```

Input: User inputs position of player character, direction of movement.  
Use ← and → arrow keys to move. Player is controlled by left and right arrow keys. The user has to beat water filled square and pass through.  
Output: A window with a moving blue player square. A red enemy square moves toward the player. On collision: "Game over" is shown.

• After treatment with antibiotic patients have reported a rapid improvement in symptoms. In addition to this, patients report having a reduced frequency of relapses.

(C) Because of the rapid recovery from symptoms, it is likely that many more [patients] are not yet in contact with the [Healthcare system].

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$$z = f(x, \text{replay})$$

$\delta P = \rho g x + p_{atm}$

~~no little water~~

~~(prior) 13 weeks into mapping~~

3227 - 1306 - 37ndf

(~~221~~, 222, 223) 112-113

(with a slight error) to 1,000,000.

(Lindström, 1980, 2001), which may work better.

$$((\alpha, \beta, \gamma), \delta) \in \mathcal{E}$$

( (21-22) 1963) 1963-1964

pygame.display.update()  
clock.tick(30)

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EX NO.	12
PERFORMANCE (5)	5
RESULT AND ANALYSIS (5)	5
VIVA VOCE (5)	5
RECORD (5)	1
TOTAL (20)	5
DATE WITH DATE	

15/11/25

Result: Thus, the simulate gaming concepts using pygame  
is executed successfully.

15/11/25