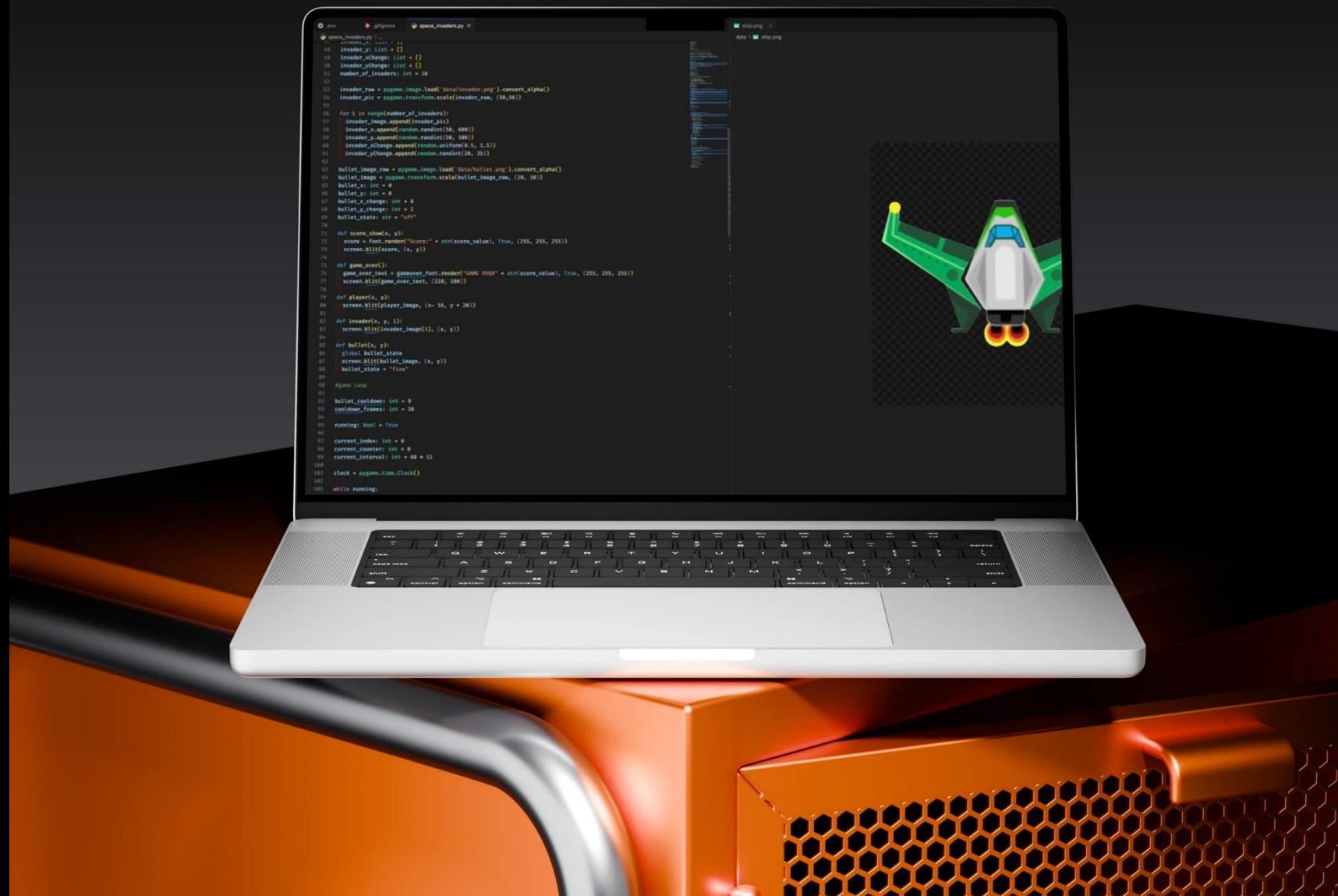
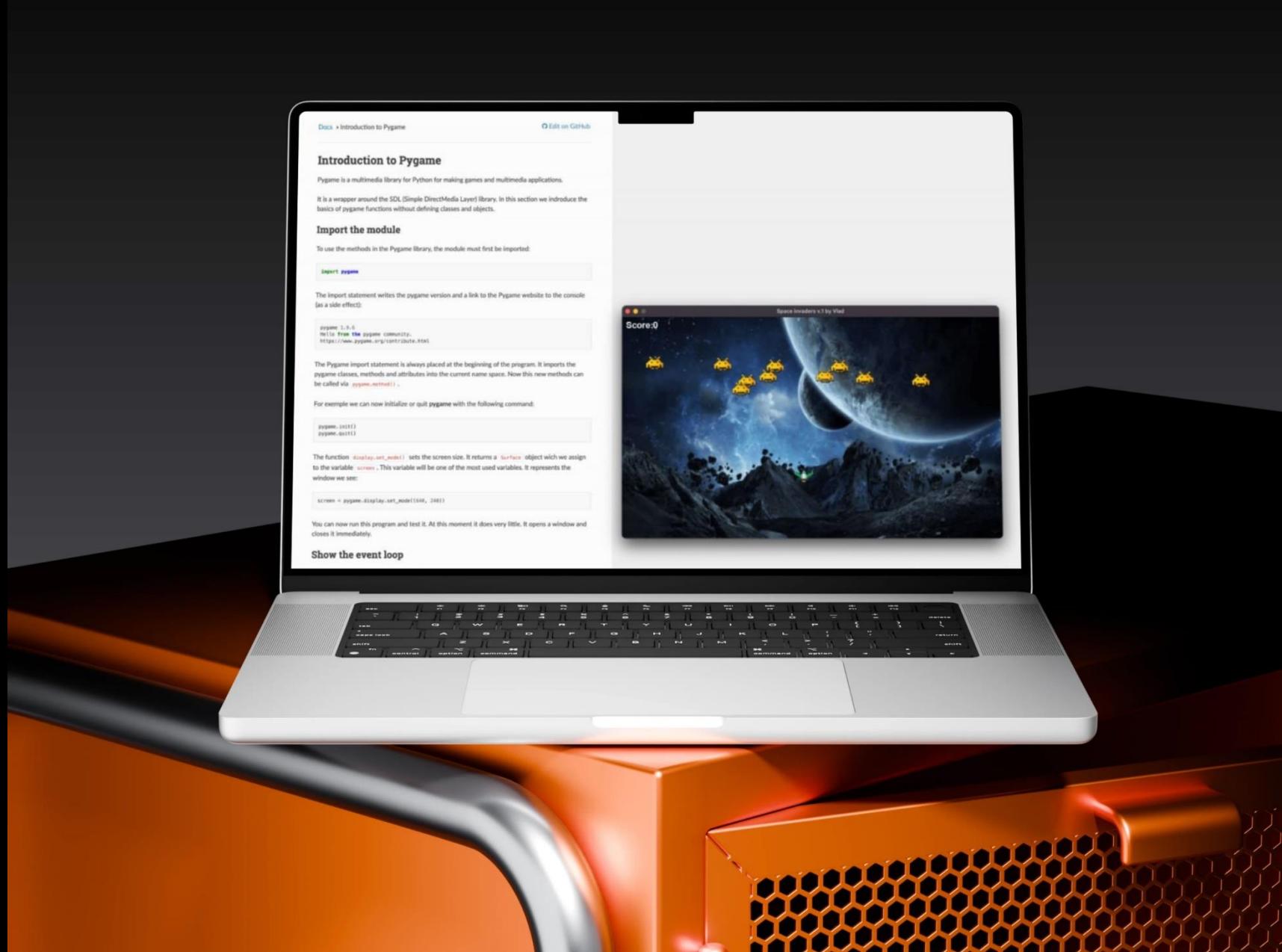


A code snippet from a classic "Space Invaders" arcade game built with Python and Pygame. It implements player movement, shooting mechanics, enemy generation, and collision detection.



Gameplay in motion: the player ship responds to keyboard controls while enemies move in formation, bounce off screen edges, and gradually advance — classic arcade logic brought to life with Python.



Endgame visualization:  
the player ship explodes  
upon enemy contact,  
followed by a centered  
"GAME OVER" message.  
A simple but essential  
mechanic that completes  
the gameplay experience.

