import pygame

import random

WIDTH = 360

HEIGHT = 480

FPS = 30

# define colors

WHITE = (255, 255, 255)

BLACK = (0, 0, 0)

RED = (255, 0, 0

)GREEN = (0, 255, 0)

BLUE = (0, 0, 255)

# initialize pygame and create window

pygame.init()

pygame.mixer.init()

screen = pygame.display.set\_mode((WIDTH, HEIGHT))

pygame.display.set\_caption("My Game")

clock = pygame.time.Clock()

# Game loop

running = True

while running:

# keep loop running at the right speed

clock.tick(FPS)

# Process input (events)

for event in pygame.event.get():

# check for closing window

if event.type == pygame.QUIT:

running = False

# Update

# Draw / render

screen.fill(BLACK)

# \*after\* drawing everything, flip the display

pygame.display.flip()

pygame.quit()