**Colour Game**

This project consist python **GUI library Tkinter** and made with help of **Python** and **OOPs**. In this game there is a timer and the player has to guess the colours displayed and at the end score will be calculated. With help of this game the coordination of the eye and hand can also get better because of quick responses due to less time.

All the code and outputs are shared below:

**Code:**

import tkinter  
import random  
  
colours=['Red','Blue','Green','Pink','Black','Yellow','Orange','White','Purple','Brown']  
  
score=0  
  
timeleft=30  
  
def startgame(event):  
  
 if timeleft==30:  
 countdown()  
  
  
 nextcolor()  
  
def nextcolor():  
 global score  
 global timeleft  
  
 if timeleft > 0:  
 e.focus\_set()  
  
  
 if e.get().lower() ==colours[1].lower():  
 score+=1  
  
  
 e.delete(0, tkinter.END)  
  
  
  
 random.shuffle(colours)  
  
   
  
  
 label.config(fg=str(colours[1]), text=str(colours[0]))  
  
  
 scorelabel.config(text= "Score: " + str (score))  
  
  
def countdown():  
 global timeleft  
  
 if timeleft >0:  
  
 timeleft-=1  
  
 timelabel.config(text= "Time Left: " + str(timeleft))  
  
  
 timelabel.after(1000, countdown)  
  
  
   
root=tkinter.Tk()  
  
root.title("COLORGAME")  
  
root.geometry("375x200")  
  
  
instructions=tkinter.Label(root,text="Type in the color of the words, and not the word text!",font=('Helvetica',12))  
  
  
instructions.pack()  
  
scorelabel= tkinter.Label(root,text="Press enter to start",font=('Helvetica',12))  
  
  
scorelabel.pack()  
  
timelabel = tkinter. Label(root, text= "Time Left: " + str(timeleft), font= ('Helvetica',12))  
  
timelabel.pack()  
  
  
label= tkinter.Label(root, font= ('Helvetica',60))  
  
label.pack()  
  
e= tkinter.Entry(root)  
  
root.bind('<Return>',startgame)  
  
e.pack()  
  
e.focus\_set()  
  
  
root.mainloop()

**Output :**



