For some reason, the idea just came to me while learning about Rects. The idea was to have the player push things around, but if something was pushed against a wall, the item would be crushed. I thought it might be satisfying to clear the whole area, so I made the game sort of cyclical where waves just keep appearing if all of them are cleared. I was inspired by rage rooms, “satisfying” videos online, and Thwomp from Mario.

## Rage Room (<https://en.wikipedia.org/wiki/Rage_room>)

In case you haven’t seen a rage room before.

## Thwomp, my borrowed asset main character (<https://en.wikipedia.org/wiki/Thwomp>)

I’m sure you know what it is but it was an inspiration for the project, so here’s a link.

## Satisfying videos (<https://www.youtube.com/watch?v=oTWeDOhm4_c&t=3s>)

I wouldn’t recommend watching more than 5 seconds of this video, because it’s the same stuff, but this sort of idea is what inspired essentially “cleaning” the game window.

## Pygame docs (<https://www.pygame.org/docs/>)

The main documentation provides tons of resources, as well as examples of how people actually used it on github.

## How to center text in pygame (<https://gamedevacademy.org/fonts-for-pygame-tutorial-complete-guide/>)

A quick and in-depth guide on using pygame.font