*FRUIT CATCHER*

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Abstract:

Fruit catcher is a basic PyGame in 3D. It uses concepts of PyOpenGL. A basket is provided at the bottom of screen and is allowed to translate in horizontal and vertical directions based on users input keys. Colourful fruits are dropped at random from the top and basket has to catch them before it touches the ground. Score or the number of fruits caught by the basket is displayed at the bottom.