Pop the balloon game

1. Problem Statement

The main goal of this project is to create a simple and interactive balloon-popping game using Python and Tkinter.
Players must pop as many balloons as possible within the given time limit.
The game should be easy to use, visually engaging, and should display the player's score and remaining time clearly.
It should also include basic navigation such as a start screen, game screen, and end screen.

2. Scope of the Project

- This project focuses only on a desktop-based game using Python Tkinter.

- It includes basic 2D graphics, button controls, and score tracking.

- The scope is limited to:

☐ balloon generation

☐ popping action through mouse clicks

☐ Time countdown

☐ displaying score and results

- Advanced features like sound effects, animations, or database storage are outside the current scope, but can be added in future versions.

3. Target Users

- Students who want to learn GUI programming in Python.

- Beginners interested in building small games and interactive applications.

- Casual users looking for a simple and fun time-based clicking game.

- Teachers/instructors who want an example of a basic Python GUI project for demonstrations.

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4. High-Level Features

- **Start Screen:**

Includes game title, start button, and exit option.

- **Game Screen:**

  ☐ Randomly appearing balloons on the canvas

  ☐ Click detection to pop balloons

  ☐ Real-time score display

  ☐ Countdown timer

  ☐ Pause/Resume functionality

- **End Screen:**

Displays final score with options to restart or exit.

- **Simple GUI Layout:**

Uses Tkinter Frames and Canvas for organizing screens and drawing balloons.