How code works:

Firstly SpcInv.py initialises a pygame screen, then game cycle loop is being enabled. Game start screen function shows the name of game and proceeds to main game fuction if any button is pressed. Then the game display function enables a main game loop where, every tick enemy positions and projectiles positions and hits(with ckech if hit function) are updated. Then all entities are being drawn as well as game state statistics – such as score, lifes etc. Then key presses are being handled – moving or shooting – regarding what key was pressed. Then game checks if game has ended. If so highscore is trying to be saved and game cycle loop goes to end display function where the statistics are shown. When any button is pressed during the function loop goes back to game start screen