

Flow Free

- This game is designed using pygame. The player is given a series of dots in grids. The objective is to join dots of the same color without the lines thus formed crossing each other. The game starts getting harder as we increase the grid size.
- We have used basic features of pygame to design this game. We have used things like drawing lines, rectangles, circles and mouse options, which are basic functionalities built into pygame.
- We have also added some music using the mixture feature in pygame.
- We have used the feature of getting the position of mouse pointer instantaneously.
- We have used the basic, 'for', loop and lists to create a border.
- The pygame uses RGB format for colors.
- In this game each screen is defined as a function.
 1. The main screen is contained in *code.py*
 2. The grid size selection screen is *screen_s.py*
 3. The selection screens for the levels are in *screen_s_5.py* and *screen_s_6.py*.
 4. The game screens are contained in *game_screen_5.py*, *game_screen_12*, *game_screen_6.py* and *game_screen_6_12.py*.
- This is the github repo link of this game :
Link : https://github.com/SEETHAMRAJU/Flow_Free