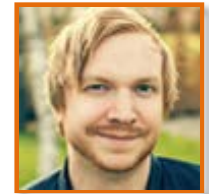


Game programming with Python & PyGame

Creating the Game Logics

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Summary

- Took advantage of the collision detection we saw earlier in the course
- Got a playable game
- We can track high score
- Still lots of potential improvements