Task 12: Simulate Gaming Concepts. Using pygame.

Aims - To simulate basic concepts using pygame. module by creating a simple interactive game. where a. player object can move with. arrow keys, an enemy move automatically, and. collision. detection. ends the game.

Algorithm:-

1. Import and Initialize: pygame:
   Import the. pygame. module. and initialize it using. pygame. init().
2. Create a player. and enemy object using rectangles.
3. Move player using arrow keys.
4. Move enemy automatically.
5. If player. collides. with enemy show "Game over" and stop the game.

Program

~~if not~~

```
keys = pygame.key.get-pressed().
if not game-over:
    if keys [Pygame.k_LEFT] and player.x>0:
        player.x +=5
    if keys [Pygame.k_RIGHT] and player.x <370:
        player.x +=5
enemy.x -=4.
if enemy.x <-30:
    enemy.x = 400
if player.colliderect (enemy):
    game-over = True.
```

Input

Use ← and → arrow keys to move.

output

- A window with a moving blue player squa—
- A red enemy square moves toward the pla—
- On Collision: "Game over" is shown.

```python
win.fill((255, 255, 255))
pygame.draw.rect(win, (0, 0, 255), player)
pygame.draw.rect(win, (255, 0, 0), enemy)
if game_over:
    text = font.render("Game over", True, (0, 0, 0))
    win.blit(text, (130, 130))

pygame.display.update()
clock.tick(30)
```

Result: Thus, the simulate gaming concepts using pygame. is exicated successfully.