**src/**

* **main.py**: The entry point of the game. It initializes the game loop and handles the transition between scenes.
*  **game.py**: Manages the overall game logic, including the main game loop, and integrates different parts of the game (like scenes, inventory, etc.).
*  **settings.py**: Contains all configurable settings like screen size, frame rate, paths to assets, etc.
*  **scenes.py**: Defines different scenes in the game. Each scene would be a class or function that handles its rendering, objects, and interactions.
*  **objects.py**: Defines interactive objects within the game (like keys, doors). Each object could have properties like position, interaction methods, etc.
*  **inventory.py**: Manages the player's inventory. It handles adding, removing, and using items.
*  **player.py**: Manages player data, including the player’s current position, state, and interactions.
*  **utils.py**: Contains utility functions that can be used across different parts of the game (e.g., loading images, playing sounds).