game-loop-code.py

```python
def game_loop():
    crash_sound = init_game()
    fonts = create_fonts()
    screen = create_screen(SCREEN_WIDTH, SCREEN_HEIGHT)
    player, enemies, all_sprites = create_sprites()
    clock = pygame.time.Clock()
    SCORE = 0

    INC_SPEED = pygame.USEREVENT + 1
    SPAWN_ENEMY = pygame.USEREVENT + 2

    pygame.time.set_timer(INC_SPEED, ENEMY_SPAWN_INTERVAL)
    pygame.time.set_timer(SPAWN_ENEMY, ENEMY_SPAWN_INTERVAL)

    for _ in range(NUM_INITIAL_ENEMIES):
        spawn_enemy(enemies, all_sprites)

    running = True
    while running:
        for event in pygame.event.get():
            if event.type == INC_SPEED:
                for enemy in enemies:
                    enemy.speed += ENEMY_SPEED_INCREMENT
            if event.type == SPAWN_ENEMY:
                spawn_enemy(enemies, all_sprites)
            if event.type == QUIT:
                pygame.quit()
                sys.exit()

        screen.fill(GREEN)
        draw_road_lines(screen)
        draw_dashed_line(screen, WHITE, (SCREEN_WIDTH // 2, 0), (SCREEN_WIDTH // 2, SCREEN_HEIGHT), 10,
    DASH_LENGTH)

        if not pygame.sprite.spritecollideany(player, enemies):
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```python
            SCORE += 1

        display_score(screen, fonts, SCORE)

        for entity in all_sprites:
            screen.blit(entity.image, entity.rect)
            if entity == player:
                move_player(entity)
            else:
                move_enemy(entity)

        if pygame.sprite.spritecollideany(player, enemies):
            crash_sound.play()
            time.sleep(0.8)
            show_restart_window(screen, fonts)

            # Reset game state
            player.rect.center = (SCREEN_WIDTH // 2, SCREEN_HEIGHT - 80)
            enemies.empty()
            all_sprites.empty()
            all_sprites.add(player)

            # Spawn new enemy cars
            for _ in range(NUM_INITIAL_ENEMIES):
                spawn_enemy(enemies, all_sprites)

            # Restart loop
            continue  # This will go back to the start of the main game loop

        pygame.display.update()
        clock.tick(FPS)

game_loop()
```