

```
1 # Pygame configuration module
2
3 # Define color constants
4 WHITE = (255, 255, 255)
5 BLACK = (0, 0, 0)
6 BLUE = (0, 0, 255)
7 GREEN = (0, 255, 0)
8 BROWN = (139, 69, 19)
9 YELLOW = (255, 255, 0)
10 RED = (255, 0, 0)
11 PURPLE = (191, 64, 191)
12
13 # Game window dimensions
14 WINDOW_WIDTH = 800
15 WINDOW_HEIGHT = 600
16
17 # Window title (caption)
18 # Update the window title as needed
19 TITLE = "Pygame Shapes Using Dictionaries"
20
21 # Frame rate (frames per second)
22 FPS = 60
```