**Game Overview**

This is a fun game where the player controls a basket and tries to catch falling balls. The game has a timer and tracks the score.

**Gameplay Mechanics**

Catch as many balls as possible before time runs out.

Use the left and right arrow keys to move the basket.

The game lasts for 10 seconds.

Each time the player catches a ball, they get 1 point.

The game ends when the timer reaches 0.

**Sprites**

* **Ball**:
  + Image: "Ball.png"
  + Size: 25x25
  + Moves randomly down from the top of the screen.
* **Basket**:
  + Image: "Basket.png"
  + Size: 50x50
  + Moves left and right with arrow keys.
* **Background**:
  + Image: "hall.jpg"
* **Score Label**:
  + Displays the current score at the top-left corner.
* **Timer Label**:
  + Displays the time left at the top-right corner.

**Sound Effects**

Sound for catching a ball: Sound file: "pickupCoin.wav"

Plays when the player catches a ball.

**UI Components**

Shows the player’s score.

Shows the remaining time.

Displays how to play before the game starts.

**Game Flow**

1. The game starts with an instruction screen.
2. The player can choose to play or quit.
3. If the player chooses to play, the game starts.
4. The player controls the basket with arrow keys to catch balls.
5. When time runs out, the game ends and the score is displayed.

**Assets**

"Ball.png"

"Basket.png"

"hall.jpg"

"pickupCoin.wav"