Start Pygame

Create the game window with a size of 640x480 pixels and title it "Move the Pumpkin"

Load and resize the background image to fit the window

Load and resize the pumpkin image to 50x50 pixels

Set the initial position of the pumpkin off-screen to the right at (screen width - 50, 200)

Set the pumpkin's movement speed to -5 pixels horizontally and 3 pixels vertically

Control the game loop to run while the game is active

Limit the frame rate to 30 frames per second

Handle user input by checking for events

If the game window is closed, stop the game

If the spacebar is pressed, reset the pumpkin's position to (screen width - 50, 200)

Update the pumpkin's position by changing its x and y coordinates based on its speed

Check the edges of the screen

If the pumpkin hits the top edge, set its position to the top and reverse its vertical direction

If the pumpkin hits the bottom edge, set its position to the bottom and reverse its vertical direction

If the pumpkin goes off the left side of the screen, move it back to the right side at the same height

Refresh the screen by drawing the background and the pumpkin

Update the display to show the new positions

End the game by quitting Pygame when the loop stops