Game Setup  
Import the necessary libraries like pygame, random, and simpleGE  
Initialize the game window and set screen dimensions  
Load images for the ball and basket and the sound effect for catching balls  
Create the game objects one basket and multiple balls

Ball Class  
Define a Ball class that handles the ball's properties and behavior  
Include methods to reset the ball's position and check if it goes out of bounds

Basket Class  
Define a Basket class that controls the player's movement  
Include a method to move the basket left or right based on keyboard input

Game Loop  
Start the main game loop where the following happens continuously  
Check for user input to move the basket  
Update the positions of all the balls  
Check for collisions between the basket and the balls  
Play the sound effect when a ball is caught and reset the ball's position  
Refresh the display to show updated graphics

Ending the Game  
Allow the game to exit when the user closes the window