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import pygame
import random
import math

# Initialize Pygame
pygame.init()

# Set up the display
WIDTH, HEIGHT = 800, 600
screen = pygame.display.set_mode((WIDTH, HEIGHT))
pygame.display.set_caption("Psychedelic Pulse")

# Colors
BLACK = (0, 0, 0)
WHITE = (255, 255, 255)

# Player
player_radius = 10
player_x = WIDTH // 2
player_y = HEIGHT - 50

# Goal
goal_radius = 20
goal_x = WIDTH // 2
goal_y = 50
```

```
# Obstacles
class PsychedelicShape:
    def __init__(self):
        self.x = random.randint(0, WIDTH)
        self.y = random.randint(100, HEIGHT - 100)
        self.radius = random.randint(20, 60)
        self.color = (
            random.randint(100, 255),
            random.randint(100, 255),
            random.randint(100, 255),
        )
        self.pulse_speed = random.uniform(0.05, 0.2)
        self.move_speed = random.uniform(1, 3)
        self.direction = random.choice([-1, 1])

    def update(self):
        self.radius = (
            abs(math.sin(pygame.time.get_ticks() * self.pulse_speed))
            * 40
            + 20
        )
        self.x += self.move_speed * self.direction
        if self.x < 0 or self.x > WIDTH:
            self.direction *= -1
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    def draw(self):
        pygame.draw.circle(
            screen,
            self.color,
            (int(self.x), int(self.y)),
            int(self.radius),
        )



# Create obstacles
obstacles = [PsychedelicShape() for _ in range(10)]

# Game loop
clock = pygame.time.Clock()
running = True

while running:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

    # Move player
    keys = pygame.key.get_pressed()
    if keys[pygame.K_LEFT] and player_x > player_radius:
        player_x -= 5
    if keys[pygame.K_RIGHT] and player_x < WIDTH - player_radius:
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    player_x += 5
if keys[pygame.K_UP] and player_y > player_radius:
    player_y -= 5
if keys[pygame.K_DOWN] and player_y < HEIGHT - player_radius:
    player_y += 5

# Update obstacles
for obstacle in obstacles:
    obstacle.update()

# Check for collisions
for obstacle in obstacles:
    distance = math.sqrt(
        (player_x - obstacle.x) ** 2
        + (player_y - obstacle.y) ** 2
    )
    if distance < player_radius + obstacle.radius:
        player_x = WIDTH // 2
        player_y = HEIGHT - 50

# Check for goal
if (
    math.sqrt((player_x - goal_x) ** 2 + (player_y - goal_y) ** 2)
    < player_radius + goal_radius
):
    print("You win!")
```

```
            running = False

        # Draw everything
        screen.fill(BLACK)
        for obstacle in obstacles:
            obstacle.draw()
        pygame.draw.circle(
            screen, WHITE, (int(player_x), int(player_y)), player_radius
        )
        pygame.draw.circle(
            screen, (255, 215, 0), (goal_x, goal_y), goal_radius
        )

        pygame.display.flip()
        clock.tick(60)

pygame.quit()
```