**SGD 2025.05.11**

* Pick 6 tasks from the list below;
* Provide the source code and the print screen as the solution.
* Send link to the repository with solution to pczapiewski@pjwstk.edu.pl
* Deadline 25.05.2025;
* Feel free to change programming language if you are not Python fan;
* Source and more info: <https://inventwithpython.com/pygame/>

**Installation environment**

* Install Python
* Install pygame: pip install pygame

**Taks list**

* **catanimation.py:**

Extend the game by adding second cat with different directions. Each cat should move independently and bounce off the edges of the screen

* **simulate.py:**

Add a feature to display a "Game Over" message when the player loses.

* **fourinarow.py:**

Add a feature to display the current player's turn on the screen.

* **wormy.py:**

Add a feature to display a "Pause" message and pause the game when the player presses the P key.

**quirrel.py:**

Add a feature to display a "Level Up" message and increase the game speed slightly every time the player reaches a score that is a multiple of 5

**starpusher.py:**

Add a feature to display a "Level Complete" message for 3 seconds when the player completes a level before transitioning to the next one.

**slidepuzzle.py:**

Add a feature to display the number of moves the player has made during the game in the top-left corner of the screen.

**pentomino.py:**

Add a feature to display the number of lines cleared during the game in the top-right corner of the screen.

**inkspill.py:**

Add a feature to display the number of moves the player has made during the game in the top-left corner of the screen.

**flippy.py**

Add sound effects for placing tiles, flipping tiles, and winning/losing the game.

**gemgem.py:**

Add a feature to display a timer at the top of the screen that counts down from a set time limit (e.g., 2 minutes). When the timer reaches zero, the game ends.