**MODULES**

**1.Random:**

We can generate random numbers in Python by using random module.

**Why we used this module?**

It is used to generate random number of pipes which are the hurdles in our game. When our bird hits one of the pipe the game is over.

**2.Sys:**

The **sys module** provides information about constants, functions and methods of the **Python** interpreter. dir(system) gives a summary of the available constants, functions and methods. Another possibility is the help() function. Using help(**sys**) provides valuable detail information.

**Why we used this module?**

It is used to close the program of our game using sys.exit() command after pygame.quit() command. Without this module our program would not end.

**3.Pygame:**

**Pygame** is a cross-platform set of **Python** modules designed for writing video games. It includes computer graphics and sound libraries designed to be **used** with the **Python** programming language.

**Why we used this module?**

It is the main and most important module of our game. All the images, audio clips, game background, base, background music is controlled by this module only. Also **from pygame.locals import\* and from pygame import mixer** are used to import all local basic functionalities of pygame and mixer is imported to play the music and audio clips in the game according to their events.