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import sys

import pygame

from settings import Settings
from ship import Ship

class AlienInvasion:
    #Overall class to manage game assets and behavior

    def __init__(self):
        #Initialize the game, and create game resources

        pygame.init()
        self.settings = Settings()

        self.screen = pygame.display.set_mode ((self.settings.screen_width,
self.settings.screen_height))
        pygame.display.set_caption ("Sharons Alien Invasion")

        # Set the background color - colors are RGB colors:  amix of red, green,
and blue.  Each color range is 0 to 255
        self.bg_color = (10, 230, 230)

        self.ship = Ship(self)

    def run_game(self):
        #Start the main loop for the game

        while True:
            # Watch for keyboard and mouse events
            for event in pygame.event.get():
                if event.type ==pygame.QUIT:
                    sys.exit()

            # Redraw the screen each pass through the loop
            self.screen.fill(self.settings.bg_color)
            self.ship.blitme()
            # Make the most recently drawn screen visible
            pygame.display.flip()

if __name__ == '__main__':
    # Make a game instance, and run the game
    ai = AlienInvasion()
    ai.run_game()

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quit()
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