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import sys

import pygame

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

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

        pygame.init()
        self.screen = pygame.display.set_mode((1200, 800))
        pygame.display.set_caption ("Sharons Alien Invasion")

    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()

            # 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()

quit()
```