**Python task 12:**

**Program**

mport pygame

import sys

# Initialize pygame

pygame.init()

# Screen setup

WIDTH, HEIGHT = 600, 400

screen = pygame.display.set\_mode((WIDTH, HEIGHT))

pygame.display.set\_caption("Maze Game")

# Colors

WHITE = (255, 255, 255)

BLACK = (0, 0, 0)

BLUE = (0, 0, 200)

GREEN = (0, 200, 0)

RED = (200, 0, 0)

# Clock

clock = pygame.time.Clock()

# Player setup

player\_size = 20

player = pygame.Rect(50, 50, player\_size, player\_size)

# Goal setup

goal = pygame.Rect(550, 350, player\_size, player\_size)

# Maze walls (list of rectangles)

walls = [

pygame.Rect(100, 0, 20, 300),

pygame.Rect(200, 100, 20, 300),

pygame.Rect(300, 0, 20, 250),

pygame.Rect(400, 150, 20, 250),

pygame.Rect(500, 0, 20, 250),

]

# Function to check wall collisions

def check\_collision(rect, walls):

for wall in walls:

if rect.colliderect(wall):

return True

return False

# Game loop

running = True

while running:

screen.fill(WHITE)

for event in pygame.event.get():

if event.type == pygame.QUIT:

running = False

keys = pygame.key.get\_pressed()

move\_x, move\_y = 0, 0

if keys[pygame.K\_LEFT]:

move\_x = -3

if keys[pygame.K\_RIGHT]:

move\_x = 3

if keys[pygame.K\_UP]:

move\_y = -3

if keys[pygame.K\_DOWN]:

move\_y = 3

# Move player

player.move\_ip(move\_x, move\_y)

# Collision with walls → undo move

if check\_collision(player, walls):

player.move\_ip(-move\_x, -move\_y)

# Win condition

if player.colliderect(goal):

font = pygame.font.SysFont("Arial", 28)

text = font.render("🎉 You Win!", True, RED)

screen.blit(text, (230, 180))

pygame.display.flip()

pygame.time.wait(2000)

running = False

# Draw walls

for wall in walls:

pygame.draw.rect(screen, BLACK, wall)

# Draw goal

pygame.draw.rect(screen, GREEN, goal)

# Draw player

pygame.draw.rect(screen, BLUE, player)

pygame.display.flip()

clock.tick(30)

pygame.quit()

sys.exit()

**Sample Output / Game Description:**

* The window displays a **maze** made of black walls.
* The **blue square** represents the player.
* The **green square** represents the goal.
* The player moves using **arrow keys**:
  + ⬆️ Up
  + ⬇️ Down
  + ⬅️ Left
  + ➡️ Right
* If the player touches a wall, the move is undone.
* When the player reaches the goal, a message **“🎉 You Win!”** appears for 2 seconds, and the game exits.