Test 12 :- simulate craming concepts using

Date :- 15/10/25 By game

Aim : To simulate basic concepts using Pygame module by creating a simple interactive game where a played object can move with arrow keys and enemy move automatically, and collision detection ends the game.

Algorithm :

1.) Import and initialize Pygame
   Import the Pygame module and initialize it using Pygame.init().

2. Create a played and enemy objects using rectangles.

3. move Player using arrow keys.

4. move enemy automatically.

5.-If played collids with enemy show "game over" and stop the game.

Program :-

```
keys = game.key.get_pressed()
if not game-over :
   if keys [ Pygame.k - LEFT] and player.x>0
        player.x+=5
   if keys [Pygame.k-Right] and player.x<370 :
        player.x+=5
   enemy.x -= 4
   if enemy.x <=30 :
        enemy.x=400
```

Input

use ← and → arrow keys to move.

output:

→ A window with a moving blue player square.

→ A red enemy square moves forward the player.

→ on collision "game over" is shown.

```python
if player.collidered(enemy):
    game-over = True
win.fill((255, 255, 255))
Pygame.draw.rect(win, (0,0,255), player)
Pygame.draw.rect(win, (255,0,0), enemy)
if game-over:
    text = font.reamber("Game-over", True, (0,00))
    win.blit(text, (130, 130))
Pygame.display.update()
clock.tick(30)
```

Result: Thus, the simulate Pygame is executed successfully.

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