Aim : To Simulate a basic car dodging game using pygame with movement, obstacle, collision detection and game over logic

Algorithm :

- Initialize a pygame and Create a game window.
- Draw a Car (rectangle) that moves left/right with arrow keys.
- Generate falling obstacles.
- update position and check for collision
- Display "Gameover" on Collision and Exit.

program code

```
import pygame, random, sys
pygame.init()

width, height = 400,600
win = pygame.display.set_mode((width, height))
pygame.display.set_caption("Car Dodging Game")
clock = pygame.time.clock()

WHITE, RED, BLUE = (255,255,255), (255,0,0), (0,0,255)
car = pygame.rect(180, 500,40,60)
enemy = pygame.Rect( random. randint (0,360), 0,40,60)
Speed = 5

While True:
    win. fill (WHITE)
    for event in pygame. event. get():
        if event. type == pygame. QUIT : sys. exit()

    keys = pygame.key.get_pressed()
    if keys [pygame.K_LEFT] and car. left >0: car.
        move_up (-5,0)
```

output :-

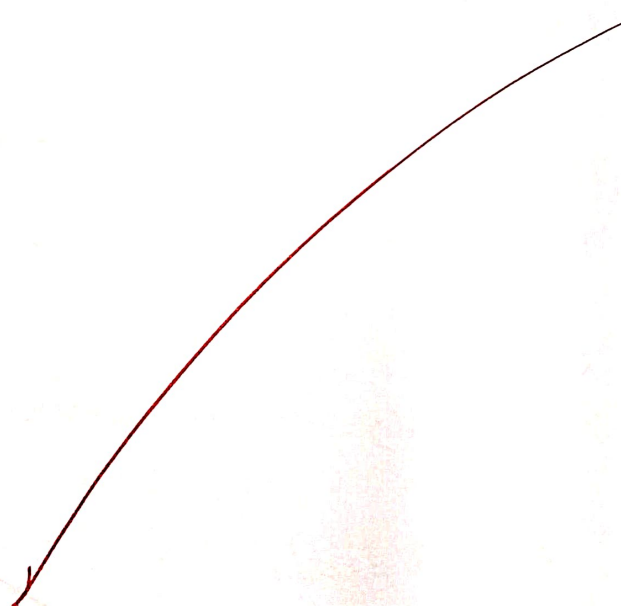When you run this program :

A black game window opens

A blue car rectangle appears at bottom

Red blocks fall from the top

You can move the car left & right using arrow keys :

If your car hits an obstacle, the screen displays :

" Game over ! " for 2 seconds and then exist

```python
if keys [pygame. K- RIGHT] and car. right < width:
                        car. move - ip (5,0)

    enemy. move - ip (0, speed)
    if enemy. top > height :
        enemy. top = 0
        enemy. Left = random. randint (0, 360)

    if car. colliderect (enemy):
        font = pygame. font. sysFont (None, 50)
        text = font. render ("Game over", True, RED)
        win. blit (text, (120,250))
        pygame. display. update ()
        pygame. time. wait (2000)
        sys. exit ()

    pygame. draw. rect (win, BLUE, car)
    pygame. draw. rect (win, RED, enemy)
    pygame. display. update ()
    clock. tick (30)
```

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Result : Thus, python program to simulate
         Gaming concept is executed