**How to Play:**

1. **Start the Game**: When you run the program, the game will start automatically.
2. **Move the Player**: Use the **left arrow** (←) and **right arrow** (→) keys to move the player left and right across the bottom of the screen.
3. **Avoid Collisions**: The goal is to avoid colliding with the falling enemy cars. If you collide with a car, the game ends, and you'll see the "Game Over" screen.
4. **Score Points**: Each time an enemy car passes the bottom of the screen, you earn 1 point.
5. **Level Up**: For every 10 points, the level increases, and the enemy speed increases.
6. **Win**: If you reach level 6, you win the game.
7. **Restart or Quit**: After a game over or win, you can press **R** to restart the game or **Q** to quit.

**Pseudocode**

*Initialize Pygame*

*Set window size to 1280x800*

*Create window display*

*Set window title to "Simple Pygame Example"*

*Load images for player, enemy, and background*

*Scale the background to fit window size*

*Resize player to 80x50 pixels and enemy to 220x120 pixels*

*Load sound effects for death, car passing, and victory*

*Function display\_game\_over(final score, level):*

*- Create font for displaying text*

*- Render text showing final score and level*

*- Center the text on the screen*

*- Display the message: "Press R to Play Again or Q to Quit"*

*Function game\_loop():*

*- Set player initial position at center bottom of the screen*

*- Set enemy initial position at random X at the top*

*- Set initial enemy speed to 25 and player speed to 18*

*- Set initial score to 0 and level to 1*

*- Set frame rate to 30 FPS*

*- While the game is running:*

*- For each event in event queue:*

*- If the window is closed, stop the game*

*- If the game is not over:*

*- Get player input (left and right arrow keys)*

*- Move the player left or right within bounds of the window*

*- Update the enemy's vertical position by enemy speed*

*- If the enemy moves off the screen:*

*- Reset enemy position to top with a random X*

*- Increment the score by 1*

*- Play the car passing sound effect*

*- If score reaches a multiple of 10:*

*- Increase the level*

*- Increase enemy speed by 5*

*- Detect collision between player and enemy:*

*- If player collides with enemy:*

*- Stop background music*

*- Play the death sound effect*

*- Set the game over flag to True*

*- Check if the player has reached level 6:*

*- If level is 6 or higher:*

*- Play the win sound effect*

*- Display "YOU WIN!" message with final score*

*- Wait for 3 seconds before closing the game*

*- End the game loop*

*- If the game is over:*

*- Get player input (R to restart, Q to quit)*

*- If 'R' is pressed, restart the game by calling game loop*

*- If 'Q' is pressed, stop the game*

*- Draw background, player, and enemy images on the screen*

*- Display the current score and level*

*- Update the screen display*

*- Control the frame rate by setting FPS to 30*

*End game loop*

*Start the game by calling game loop()*

*Quit Pygame and clean up resources after the game ends*