BUILD-A-GAME ROCKET

Every Python game has these 4 BIG parts

1 IMPORT

Bring in your toolbox.
pygame = graphics & sound
random = surprises — turtle for drawing

2 SCREEN / CANVAS SETUP

Make the window your game will live in.
Size, title, colour, clock for smooth play.
This is your blank piece of paper.

3 THE BODY (the BIG middle)

Everything your game NEEDS to play:

- Colours & fonts
- Player, enemies, bullets (or eggs, cakes...)
- Score, lives, timer
- Game states (start / playing / over)
- The GAME LOOP — the heartbeat

Galaxy, baking, egg-race — the BODY changes, the IDEA is the same.

4 THE END

Wrap it all up: helper functions, end screen, restart logic, your signature/credits.
Tell the player "Game Over — press R to play."