Pygame Assignment – Make Your Own Pygame Application with Inheritance

Description
You have now been introduced to the following Pygame features:

1. Drawing shapes
2. Moving shapes
3. Taking keyboard input to adjust movement of objects on the Pygame screen
4. Taking mouse input to adjust movement of objects on the Pygame screen
5. Using logic or Pygames prewritten methods to detect intersections of objects.
6. Using logic or Pygames prewritten methods to detect when an object is clicked.
7. Displaying an image on the Pygame screen.
8. Displaying text on the Pygame screen
9. Playing sound
10. Creating Classes to organize code
11. Splitting a program across multiple files
12. Pygame transformation methods
13. Using Inheritance in designing multiple classes.

Requirements
For this assignment, come up with your own Pygame application. It can be a traditional video game, but doesn't have to be. Your program must include the following components:

1. Game Loop
2. Draw things with motion on a Pygame screen
3. Take user input via keyboard and/or mouse
4. Use at least three classes.
5. Have at least one class that inherits from another class.

This assignment is left wide open intentionally. Please look at the specific timeline for your year and plan accordingly, in terms of project scope and difficulty.