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Game Cluster Using Python

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Abstract: *In this project, a Game Cluster Using Python is developed for those who work in stressful and demanding jobs and need quick, rejuvenating breaks. This cluster focuses on short, light, and entertaining mini games that provide players a rapid sense of accomplishment without needing extended play sessions, in contrast to mainstream games that are extremely addictive and time consuming. Using Python modules like Pygame for game logic and animations and Tkinter for the graphical user interface, the cluster incorporates seven mini-games: Brick Breaker, Air Hockey, Tic Tac Toe, Word Scramble, Stone Paper Scissors, Color Catcher, and Sliding Puzzle. The system's main hub makes it simple for users to access, play, and move between games. These games are intended to enhance cognitive abilities such as memory, reflexes, problem solving, and logical reasoning in addition to encouraging relaxation and stress reduction.*

Keywords: *Game Cluster*

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