

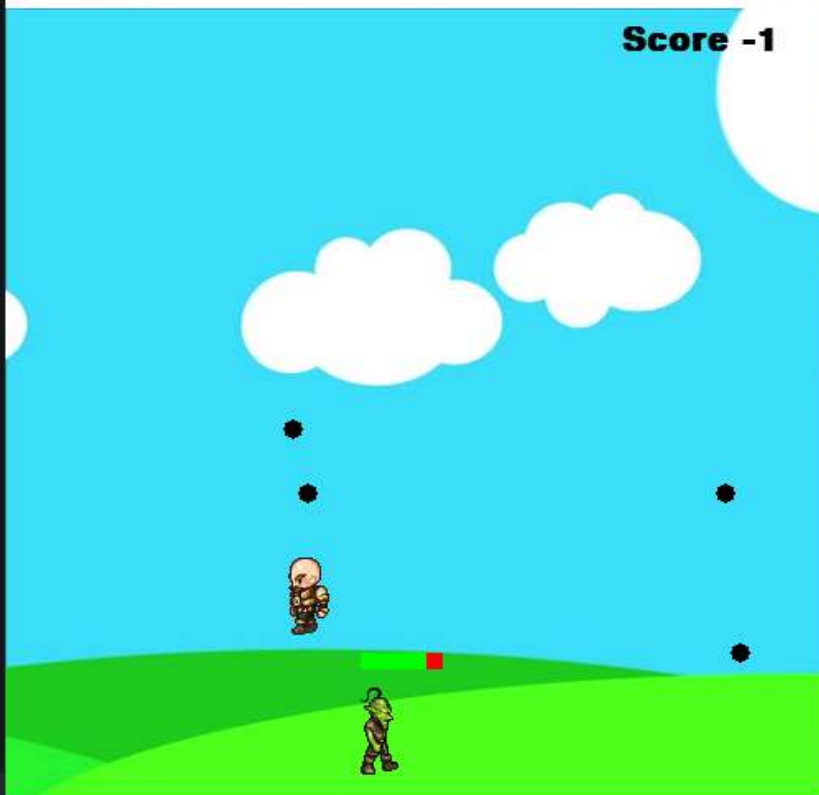
C:\Users\harsh\Desktop\code\python\pygame\tutorial9.py - Sublime Text (UNREGISTERED)

File Edit Selection Find View Goto Tools Project Preferences Help

OPEN FILES

tutorial9.py

First Game



```
pygame.image.load('Game\\R2.png'), pygame.image.load('Game\\R3.png'),  
pygame.image.load('Game\\L2.png'), pygame.image.load('Game\\L3.png'),
```

```
pygame.image.load('Game\\L1.png')
```

```
pygame.mixer.Sound('Game\\shot.wav')
```

```
pygame.mixer.Sound('Game\\shot.wav')
```

```
pygame.mixer.Sound('Game\\shot.mp3')
```

hit

C:\Users\harsh\Desktop\code\python\pygame\tutorial9.py:42: DeprecationWarning: an integer is required (got type using \_\_int\_\_ is deprecated, and may be removed in a future version of Python.

```
win.blit(walkLeft[self.walkCount//3], (self.x,self.y))
```

C:\Users\harsh\Desktop\code\python\pygame\tutorial9.py:51: DeprecationWarning: an integer is required (got type using \_\_int\_\_ is deprecated, and may be removed in a future version of Python.

```
win.blit(walkLeft[0], (self.x, self.y))
```



#### Screenshot saved

The screenshot was added to your OneDrive.

OneDrive

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Python

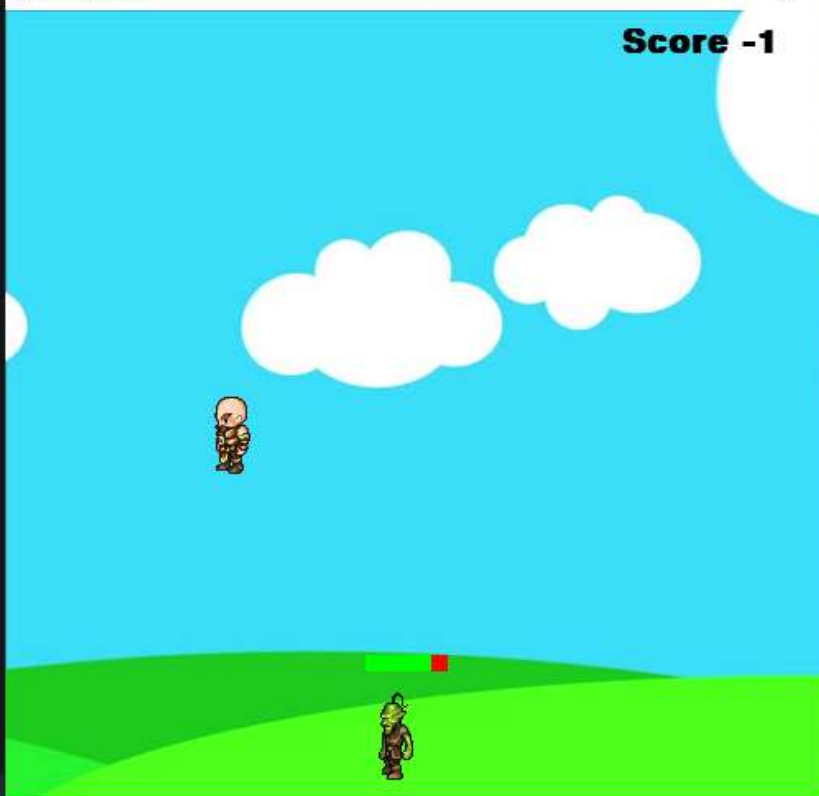
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OPEN FILES

tutorial9.py

First Game



```
pygame.image.load('Game\\R2.png'), pygame.image.load('Game\\R3.png'),  
pygame.image.load('Game\\L2.png'), pygame.image.load('Game\\L3.png'),
```

```
pygame')
```

```
shot.wav')
```

```
av')
```

```
ic.mp3')
```

hit

C:\Users\harsh\Desktop\code\python\pygame\tutorial9.py:42: DeprecationWarning: an integer is required (got type using \_\_int\_\_ is deprecated, and may be removed in a future version of Python.

```
win.blit(walkLeft[self.walkCount//3], (self.x,self.y))
```

C:\Users\harsh\Desktop\code\python\pygame\tutorial9.py:51: DeprecationWarning: an integer is required (got type using \_\_int\_\_ is deprecated, and may be removed in a future version of Python.

```
win.blit(walkLeft[0], (self.x, self.y))
```



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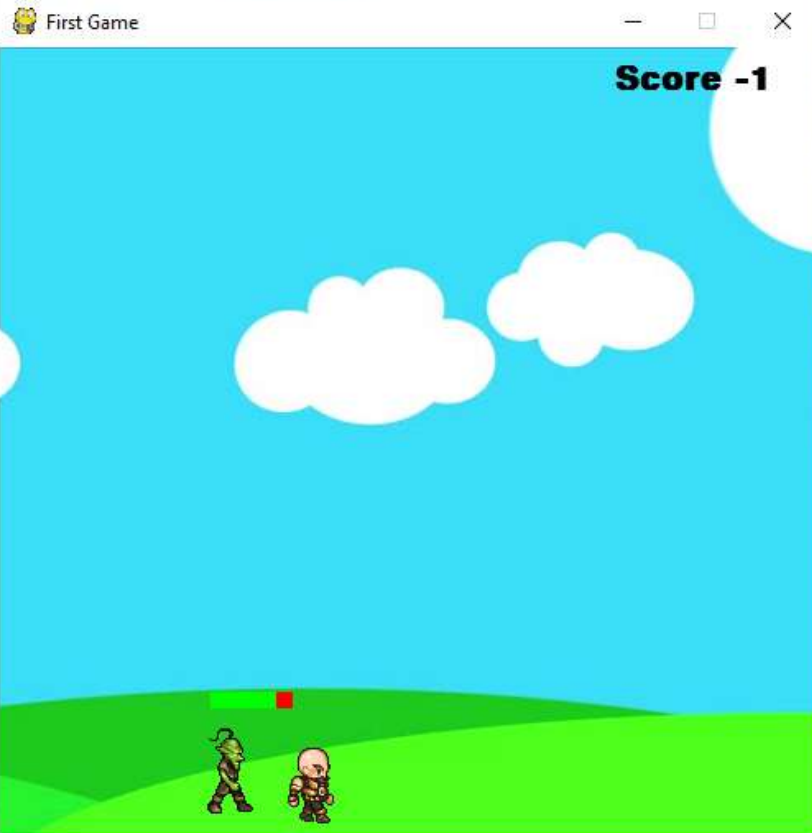
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Spaces: 4

Python

OPEN FILES

tutorial9.py



```
pygame.image.load('Game\\R2.png'), pygame.image.load('Game\\R3.png'),  
pygame.image.load('Game\\L2.png'), pygame.image.load('Game\\L3.png'),
```

```
pygame.image.load('Game\\L1.png')
```

```
pygame.mixer.Sound('Game\\shot.wav')
```

```
pygame.mixer.Sound('Game\\music.mp3')
```

hit

C:\Users\harsh\Desktop\code\python\pygame\tutorial9.py:42: DeprecationWarning: an integer is required (got type using \_\_int\_\_ is deprecated, and may be removed in a future version of Python.

```
win.blit(walkLeft[self.walkCount//3], (self.x,self.y))
```

C:\Users\harsh\Desktop\code\python\pygame\tutorial9.py:51: DeprecationWarning: an integer is required (got type using \_\_int\_\_ is deprecated, and may be removed in a future version of Python.

```
win.blit(walkLeft[0], (self.x, self.y))
```



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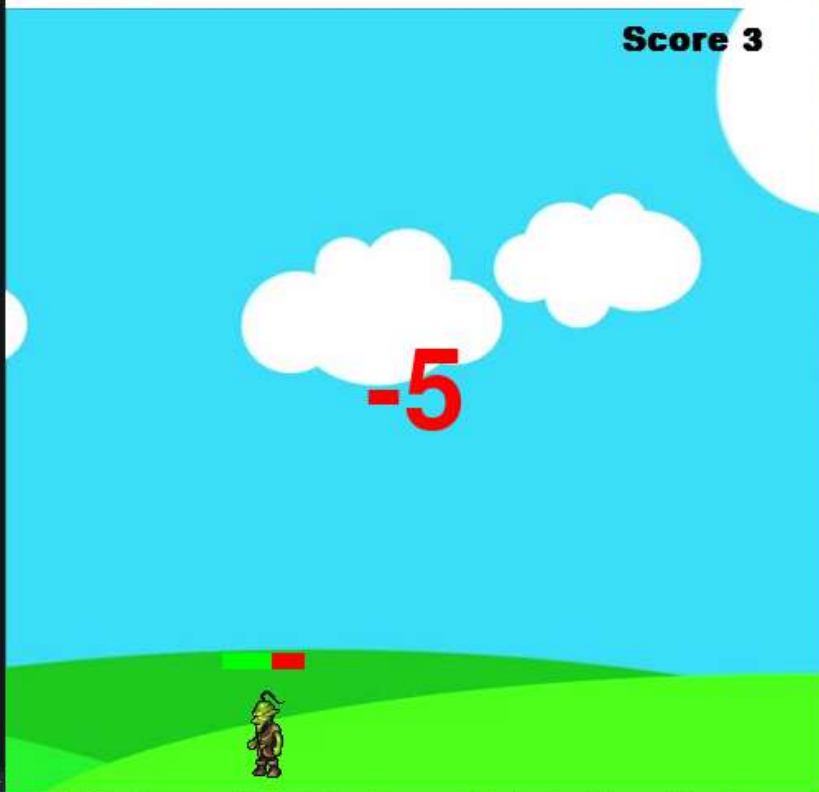
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OPEN FILES

tutorial9.py

First Game



```
ng'), pygame.image.load('Game\\R2.png'), pygame.image.load('Game\\R3.png'),  
g'), pygame.image.load('Game\\L2.png'), pygame.image.load('Game\\L3.png'),  
ng')
```

```
inshot.wav')  
wav')  
ic.mp3')
```

C:\Users\harsh\Desktop\code\python\pygame\tutorial9.py:51: DeprecationWarning: an integer is required (got type float). Implicit conversion to integers using `__int__` is deprecated, and may be removed in a future version of Python.

```
win.blit(walkLeft[0], (self.x, self.y))
```

hit

hit

hit

hit

hit

hit

hit

hit

hit

hit

hit

hit

hit

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Python



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tutorial9.py

First Game

Score 0

-5

```
using __+
win.blit(walkLeft[0], (self.x, self.y))
hit
hit
hit
hit
hit
hit
hit
```

```
ng'), pygame.image.load('Game\\R2.png'), pygame.image.load('Game\\R3.png'),
g'), pygame.image.load('Game\\L2.png'), pygame.image.load('Game\\L3.png'),
ng')
```

```
inshot.wav')
wav')
ic.mp3')
```

on of Python.

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Python

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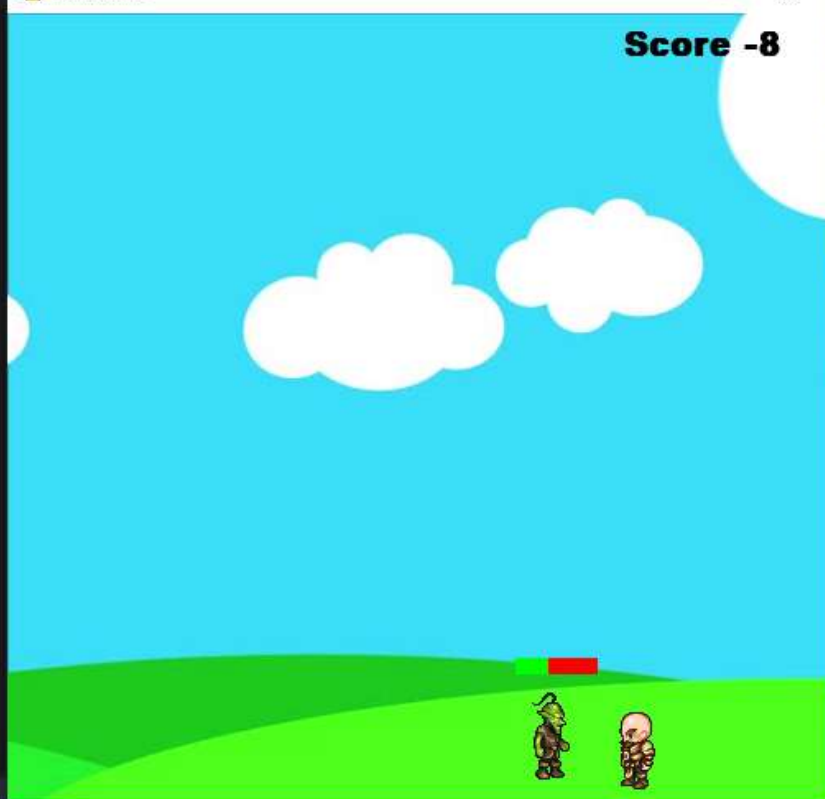
OPEN FILES

tutorial9.py

tutorial9.py

First Game

Score -8



hit  
hit  
hit  
hit  
hit  
hit  
hit  
hit  
hit

```
pygame.image.load('Game\\R2.png'), pygame.image.load('Game\\R3.png'),  
pygame.image.load('Game\\L2.png'), pygame.image.load('Game\\L3.png'),  
pygame.image.load('Game\\R1.png'), pygame.image.load('Game\\L1.png')  
)
```

```
pygame.mixer.Sound('Game\\shot.wav')  
pygame.mixer.Sound('Game\\hit.wav')  
pygame.mixer.Sound('Game\\music.mp3')
```

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Python

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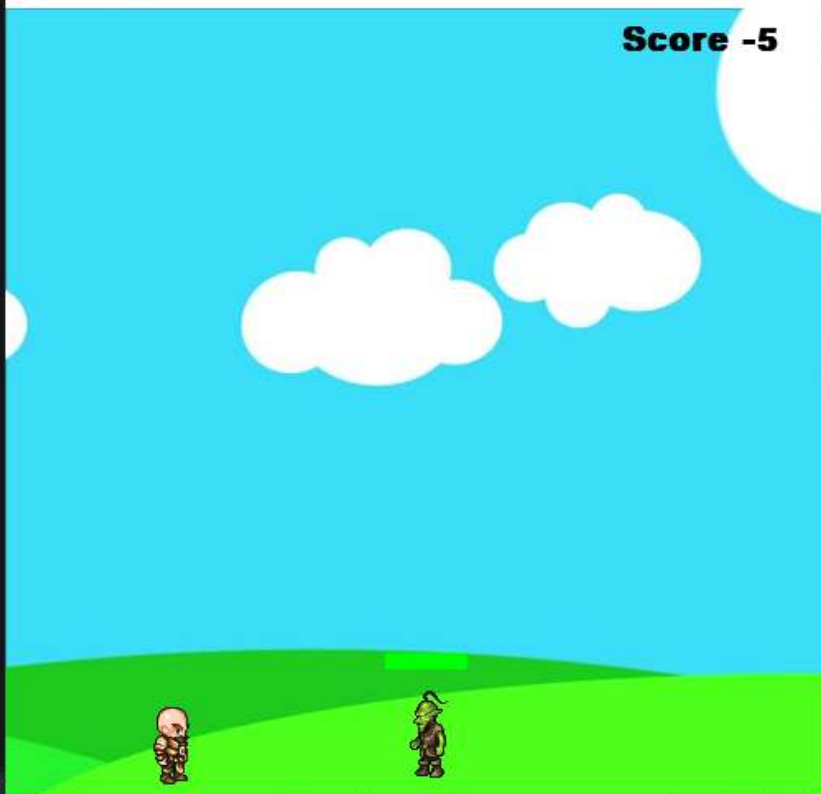
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OPEN FILES

tutorial9.py

First Game

Score -5



```
pygame.image.load('Game\\R2.png'), pygame.image.load('Game\\R3.png'),  
pygame.image.load('Game\\L2.png'), pygame.image.load('Game\\L3.png'),
```

```
pygame.image.load('Game\\L1.png')
```

```
pygame.mixer.Sound('Game\\shot.wav')
```

```
pygame.mixer.Sound('Game\\music.mp3')
```

pygame 1.

Hello from the pygame community. <https://www.pygame.org/contribute.html>

C:\Users\harsh\Desktop\code\python\pygame\tutorial9.py:116: DeprecationWarning: an integer is required (got type float). Implicit conversion to integers using `__int__` is deprecated, and may be removed in a future version of Python.

```
pygame.draw.rect(win,(0,255,0),(self.hitbox[0],self.hitbox[1] - 20, 50 - (5 * (10 - self.health/2)),10))
```

C:\Users\harsh\Desktop\code\python\pygame\tutorial9.py:62: DeprecationWarning: an integer is required (got type float). Implicit conversion to integers using `__int__` is deprecated, and may be removed in a future version of Python.

```
win.blit(text, (250 - (text.get_width()/2),200))
```

Idle: Indexing, Line 1, Column 1

Spaces: 4

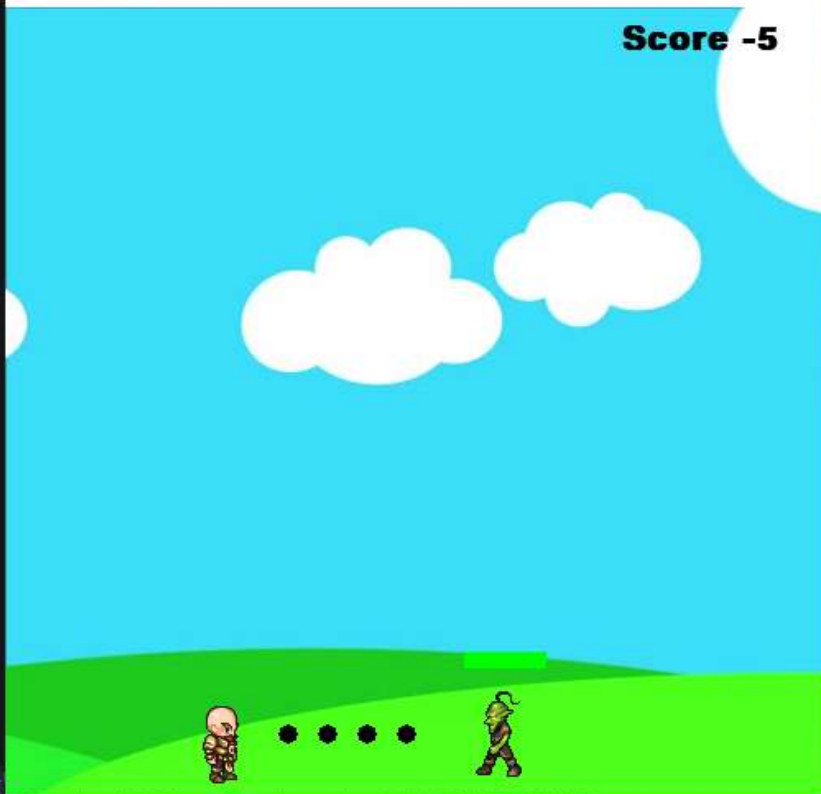
Python

OPEN FILES

tutorial9.py

First Game

Score -5



```
pygame.image.load('Game\\R2.png'), pygame.image.load('Game\\R3.png'),  
pygame.image.load('Game\\L2.png'), pygame.image.load('Game\\L3.png'),  
pygame.image.load('Game\\R1.png'), pygame.image.load('Game\\L1.png')  
)
```

```
pygame.mixer.Sound('Game\\shot.wav')  
pygame.mixer.Sound('Game\\music.mp3')
```

```
using __int__ is deprecated, and may be removed in a future version of Python.  
win.blit(text, (250 - (text.get_width()/2), 200))  
C:\Users\harsh\Desktop\code\python\pygame\tutorial9.py:45: DeprecationWarning: an integer is required (got type  
using __int__ is deprecated, and may be removed in a future version of Python.  
win.blit(walkRight[self.walkCount//3], (self.x, self.y))  
C:\Users\harsh\Desktop\code\python\pygame\tutorial9.py:49: DeprecationWarning: an integer is required (got type  
using __int__ is deprecated, and may be removed in a future version of Python.  
win.blit(walkRight[0], (self.x, self.y))
```



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