BASIC ANIMATION

Create a basic animation

Open the anaconda navigator or download it

To acces the anaconda powershell prompt

In the power shell prompt type: pip install pygame

After pygame is installed go to code editor:

In terminal: import pygame

Import the pygame module

Initialize pygame by calling pygame .int().

Create a screen surface with dimension (pygame.display.set\_mode(640, 480)

In the Charlie class:

Define the \_\_init\_\_method to initialize the sprite attributes

Load the image “ball.png” sacle it to (50,50) and set it as the sprite image

Create a rect object for the sprite and position it at the center of the screen

Initialize variables for horizontal and vertical movement (dx and dy)

Define the update method to update the sprite’s position and check boundaries

Define a main function

Enter the main game loop