**Making games with Python**

**Coding for a game is as fun as playing it. Everyone loves it, but making a game as a free (or even non-free!) Python project is very different from other types of programming. In this part of the article, we will teach you how to make a game with the Python programming language .**

**As a programmer, you should think more about the logic of the game when making it. Game logic is the heart and soul of your game, because it defines the game world, the things in that world, and how they interact with each other. It also specifies how the game state can be changed by external stimuli. Like a human player pressing a button on a gamepad or an AI process to kill your game character .**

**Today there are many programming languages that you can use to make games. The best choice for this is C++ programming language . But Python has a large user community and Python beginners don't know much about what can be done with this programming language. Therefore, in this free Python project, we will introduce you to how to make games with this language .**

**How to make a game with Python?**

**Now let's see how we can make a game with Python. I am going to make a very simple game based on fidget spinner . The logic of the game is that by pressing the space bar , the rotations will continue to increase and decrease its speed, and it will stop at the point when pressing the space bar, the rotations will continue to increase and decrease its speed, and it will stop at the point that pressing Stop the space bar .**

**To create a game with Python based on fidget spinner logic, we use the Turtle module in Python :**

**from turtle import \***

**state = { 'turn' : 0 }**

**def spinner():**

**clear ()**

**angle = state [ 'turn' ] / 10**

**right ( angle )**

**Forward ( 100 )**

**dot ( 120 , 'red' )**

**back ( 100 )**

**right ( 120 )**

**Forward ( 100 )**

**dot ( 120 , 'green' )**

**back ( 100 )**

**right ( 120 )**

**Forward ( 100 )**

**dot ( 120 , 'blue' )**

**back ( 100 )**

**right ( 120 )**

**update ()**

**def animate():**

**if state [ 'turn' ] > 0 :**

**state [ 'turn' ] -= 1**

**spinner ()**

**ontimer ( animate , 20 )**

**def flick():**

**state [ 'turn' ] += 10**

**setup ( 420 , 420 , 370 , 0 )**

**hideturtle ()**

**tracer ( False )**

**width ( 20 )**

**onkey ( flick , 'space' )**

**listen ()**

**animate ()**

**done ()**

**Copy**

**Therefore, press the space bar button to increase the speed and release it to decrease the speed. I hope you found this free python game development project useful. If you have any comments, suggestions or questions, post them in the comments section .**

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