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CS 120

Basic Animation Lab

Install Pygame

Import Pygame

Initialize Pygame

Create a variable to represent the screen

Set the screen default size

Set the Caption

Create surface to manage the background

Make surface the same size as the size of screen

Use fill() method to color surface

Assign values to key variables

Create clock object to set frame rate

Use keepingGoing to manage primary loop

Use clock.tic() method to set maximum frame rate

Create list of events happening in the frame

If statement for when user quits

Set keepGoing to False to exit

Use screen.blit() to refresh backround

Use display.flip() for double buffering

Modify box value

Buid a surface called ‘box’

Use pygame.surface(size)

Use box.convert() to format images

Box.fill () to color box

Set box variables

Use screen.blit() to refresh the screen

Check boundaries

Create illusion of motion (create under main loop)

Acquire image

Load image-Replaces using box

Convert image

Make class for game based on the sprite

Add initialize method

Initialize super class

Set up image property

Load image

Convert image

Use self.rect to create rect object

Set center of object

Create the ability to move sprite

Update the sprite

Add movement to sprite

Check boundaries

Instantiate sprite

Add to sprite group

Clear and redraw sprites

Call main

Call pygame.quit