Library Researched: Pygame

**Pygame** is a cross-platform set of Python modules designed for writing video games. It includes computer graphics and sound libraries designed to be used with the Python programming language.

Running

I explored the functionality of adding sound and music and added the same using code:

*import pygame*

*from pygame import mixer*

*#Initialise*

*pygame.init()*

*mixer.init()*

*self.build\_sound = pygame.mixer.Sound("sound/build.wav")*

*#Play*

*pygame.mixer.Sound.play(self.build\_sound)*

Installation:

The best way to install pygame is with the pip tool (which is what python uses to install packages). Note, this comes with python in recent versions. We use the --user flag to tell it to install into the home directory, rather than globally.

python3 -m pip install -U pygame --user