Attendance:
tiny.cc/event-attendance

Agenda

1. Pygame Reference
2. Few advanced Python/Pygame concepts
3. Review Kahoot
4. What is Simulate?
5. Simulate Project

1 Pygame Reference

Pygame Reference

https://www.pygame.org/docs/

2 Adv Pygame concepts

Global Variables

➔ Usually variables created inside functions are local

➔ The **global** keyword allows variables to be created

   inside functions and accessed outside of them

➔ Values created outside of functions are

   automatically global

global variables
local variables
local variables

www.EasyCodeBook.com
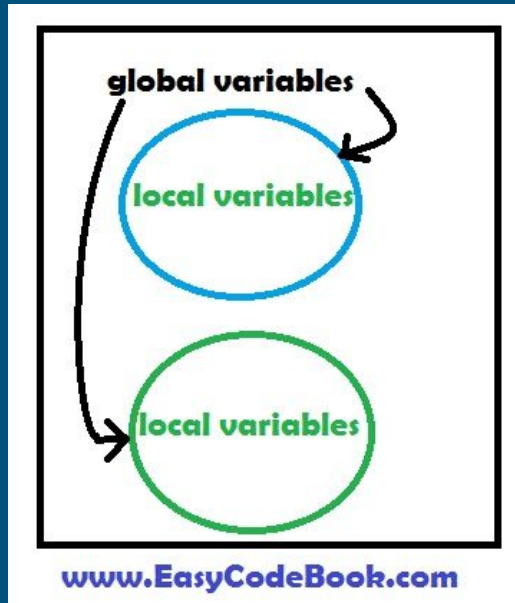
Pygame Fonts

➜ Access Pygame fonts by using the **Pygame.Font.font()** and the **render** keywords

➜ Create the font object, render it, create the font rectangle, and reposition it

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pygame 1.9.6
Hello from the pygame community. https://www.pygame.org/contribute.ht
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3emufrenchkeys', 'ti84emukeys']
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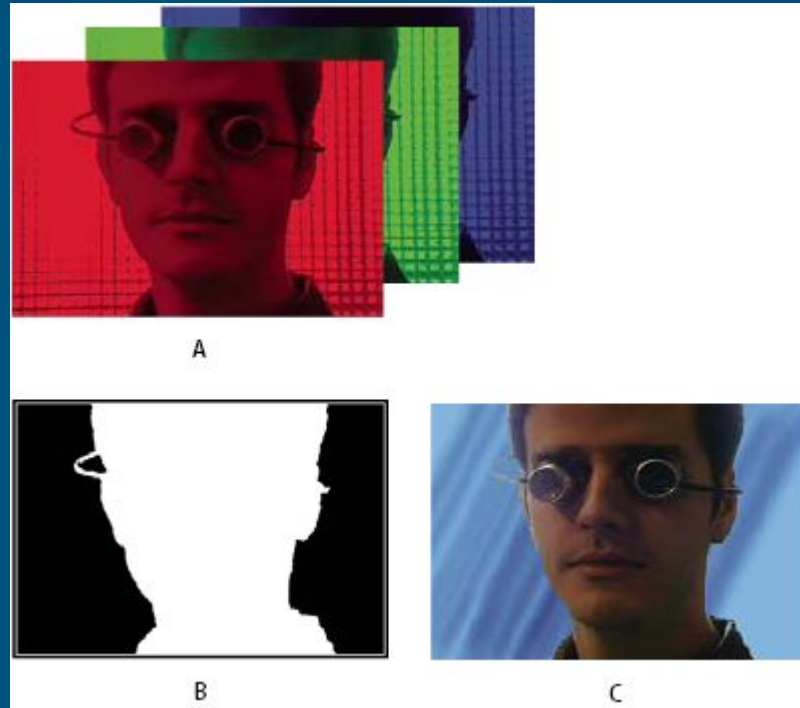
pygame.font.get_fonts()

Pygame Sounds

➔ Use **pygame.mixer.Sound()** function to load the sounds

➔ **play()** command to play the sounds

convert_alpha()

➔ The alpha of an image is a fourth

channel that affects transparency

◆ Not all image formats have an alpha values

➔ Alpha channel is a "transparency map"

➔ Converts the pixel makeup of a pygame

surface for slightly faster blitting

Pygame.time.Clock

➔ Similar to the clock module in

python, allows program to keep

track of time

➔ Useful method: **clock.tick()**, which

advances the clock forward
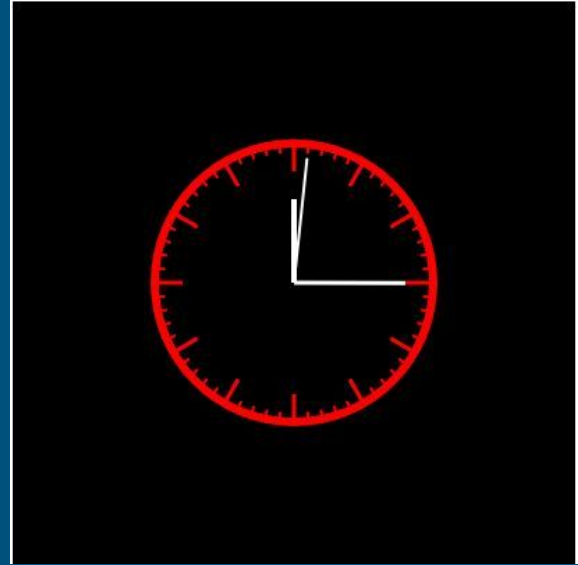
3 Kahoot

Kahoot

Simulate

Now let's take a look at some of the code!

What is Simulate?

➜ Modeled off of the game Simon

Says

➜ Objective: Click on the 4 buttons

to mimic the pattern shown

➜ Patterns progressively get harder

and longer

THANKS!

ANY QUESTIONS?

You can find more info @

- https://www.appdevleague.org
- https://linktr.ee/AppDevLeague