Basic Game Creation using Pygame

In [3]:
```
!pip install pygame
```

Requirement already satisfied: pygame in c:\users\ben ashael\anaconda3\lib
\site-packages (2.2.0)

```python
import pygame

# initialize Pygame
pygame.init()

# set the width and height of the screen
screen_width = 800
screen_height = 600
screen = pygame.display.set_mode((screen_width, screen_height))

# set the title of the game
pygame.display.set_caption("My Game")

# define colors
black = (0, 0, 0)
white = (255, 255, 255)

# set up the game loop
clock = pygame.time.Clock()
game_over = False

# main game loop
while not game_over:
    # handle events
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            game_over = True

    # fill the screen with white
    screen.fill(white)

    # draw game objects

    # update the screen
    pygame.display.update()

    # set the frame rate
    clock.tick(60)

# quit Pygame
pygame.quit()
quit()
```

```
pygame 2.2.0 (SDL 2.0.22, Python 3.7.3)
Hello from the pygame community. https://www.pygame.org/contribute.html
```