## An Introduction to Goopylib

Hey everyone! This is the first video that I’m making about goopylib to introduce to you what it is all about. Goopylib is a graphics library written in Python and it can be used to make games, GUIs, animations, and a lot more! I started working on it about 2 years ago when I began editing John Zelle’s graphics.py to add more functionality. Since then, it’s grown into something absolutely amazing that even I use to make my own applications.

This is goopylib.

Here’s how it’s organized. Goopylib is currently divided into 5 subpackages: objects, math, sound, applications, & physics. Together, they provide functionality that no other Python library can.

The objects subpackage is perhaps the most important, it contains everything you would need to build a responsive GUI or a beautiful game.

The math subpackage is one I am particularly proud of and it’s been an amazing journey developing it. If you need functions used in a lot of computer graphics, this is it.

And you know what’s great? It’s being actively developed – just by me for now, but hopefully other contributors will join in time.

The sound subpackage is planned to have all sorts of tools required to bring your programs to life. This doesn’t just include the ability to play sounds on multiple channels with volume controls, but also manipulate sounds – add reverb, distortion & compression, delay, and more with just a few lines of code.

It also has a rigid-body physics engine planned in the future to allow you to incorporate gravity & collisions into your projects too.

Wanna know more? Well, I’ve worked quite a bit on optimization, so it should run pretty fast. I clocked about 40,000 frames per second on a test Pac-Man game. There are very few dependencies – only pillow & numpy. It’s also entirely a passion project! I’ve been the sole worker on this for 2 years now.

Goopylib is incredibely pretty simple & intuitive to use too! Check this out.

Create a Window

Draw an Image to it

Find the location of a mouse click

And check if the Image was clicked

So, if you’re interested in creating graphical apps in Python with simple code and great support, give Goopy a try! And if you have any feedback or suggestions, make sure to either comment it down below, or head over to the goopylib github page and post an issue – the github page is also where you can find the official documentation.