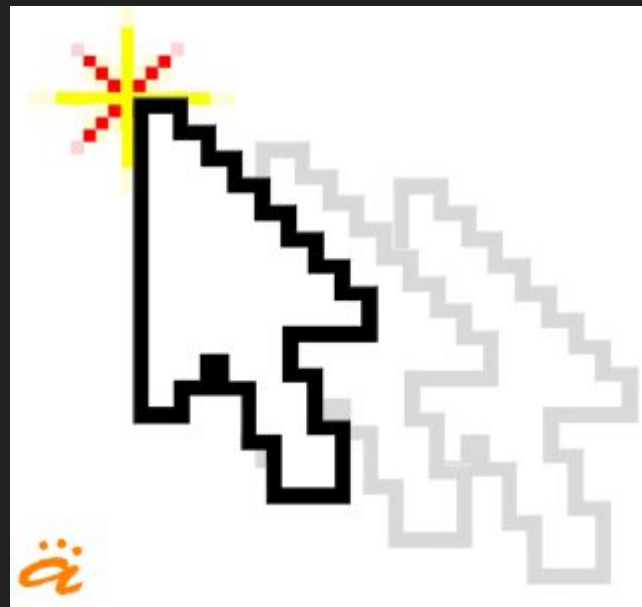


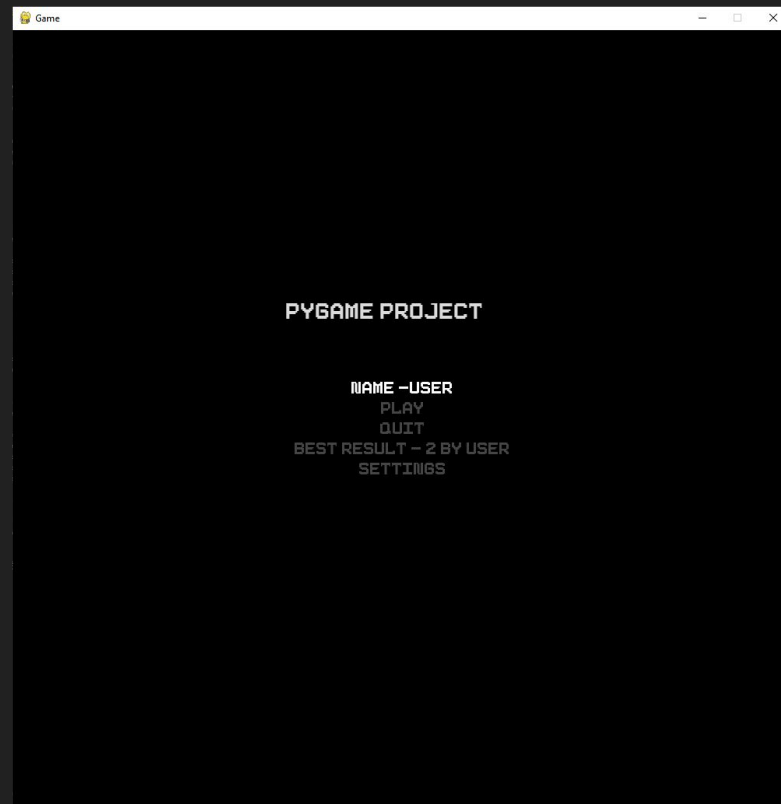
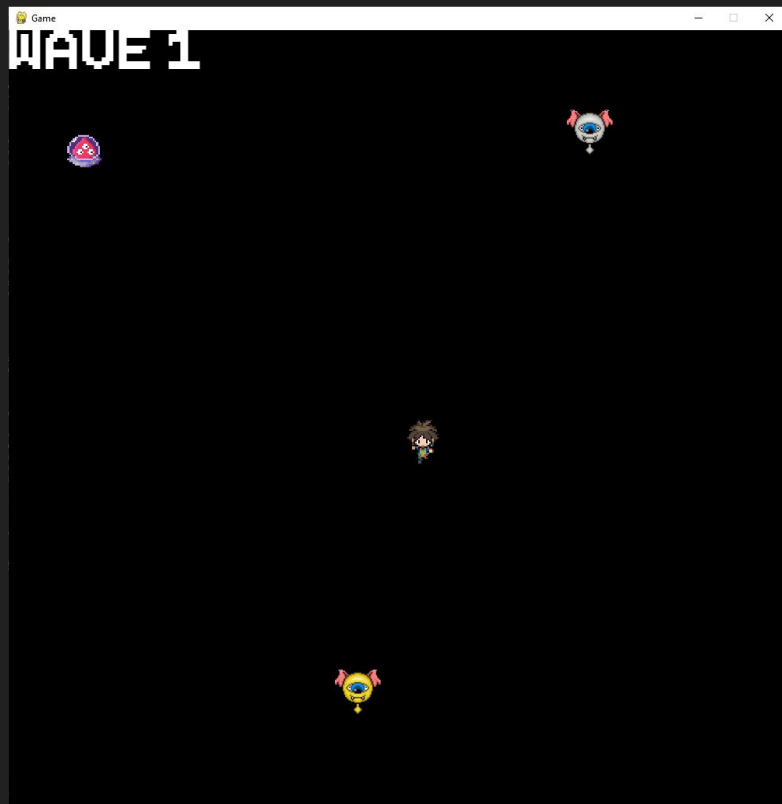
Проект Rугame

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Идея



Реализация



Технологии - запись результатов

```
import csv
from operator import itemgetter

HEADERS = ['nickname', 'result']

def check_file():
    try:
        open('results.csv').close()
    except FileNotFoundError:
        with open('results.csv', encoding="utf8", mode='w') as res:
            writer = csv.DictWriter(res, delimiter=';', fieldnames=HEADERS, quotechar='"')
            writer.writeheader()

def write_new(nick: str, result: int) -> None:
    check_file()
    with open('results.csv', encoding="utf8", mode='a') as res:
        writer = csv.DictWriter(res, delimiter=';', fieldnames=HEADERS, quotechar='"')
        writer.writerow({'nickname': nick, 'result': result})
        res.close()

def get_best() -> (str, int):
    check_file()
    with open('results.csv', encoding="utf8") as res:
        reader = csv.DictReader(res, delimiter=';', quotechar='"')
        try:
            best_res = max(reader, key=lambda x: int(x['result']))
            return dict_to_tuple(best_res)
        except ValueError:
            return None
```

Обновление спрайтов (анимация, collide)

```
self.counter += 1  
if self.counter == 60 // ANIMATION_SPEED:  
    self.cur_frame = (self.cur_frame + 1) % 4  
    self.image = self.d[orientation][self.cur_frame]  
    self.counter = 0
```

```
mouse, enemies_to_kill = pygame.sprite.spritecollide(mouse, enemies, dokill=False)
```

Меню с PygameMenu

```
def start_menu():
    menu = pygame_menu.Menu('Pygame Project', 1000, 500,
                             theme=menu_theme)
    menu.add.text_input('Name -', default=player_name, onchange=set_player_name)
    menu.add.button('Play', start_game)
    menu.add.button('Quit', pygame_menu.events.EXIT)
    best_res = results.get_best()
    if best_res:
        menu.add.label('Best Result - {1} By {0}'.format(*best_res))
    else:
        menu.add.label('No results yet')

    menu.add.button('Settings', settings_menu)
    menu.mainloop(screen)
```

Спасибо за внимание!