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With Python, there are many libraries that can be used and each has its own use that will help with what the person wants to do. From all the libraries I could have used, I decided to use Pygame. My reason was that I love to play games so my thought was why not create one? I am no pro at making games so this was a good place to start.

The idea of Pygame, Pygame is a Python module that basically helps enables game development and multimedia applications. The central purpose is to be able to provide a platform for developers to create 2D games and multimedia applications with ease. It includes modules for graphics, sound, input handling, and event handling. Making this a good place to start making games.

Ways that Pygame might want to be used is in game development and Multimedia Applications. With game development, Pygame can be used to make basic games like Pong or Breakout, as well as more complicated games like platformers or RPGs. The graphics module in Pygame allows developers to generate sprites, animations, and backdrops, while the event handling module facilitates user interaction. With Pygame's sound module, sound can also be easily included in the game. While applications for multimedia, Pygame can be used to build applications for multimedia that provide facts or information in an interesting and interactive way. For instance, a weather application may use Pygame to provide interactive maps or animations of weather trends.

Pygame is made up of different parts that help with creating games and multimedia applications. The graphics module allows you to make shapes, images, and sprites. The sound module helps with playing sounds, while the input module helps with taking in user input like

clicking a mouse or pressing a keyboard key. The event module helps with handling different events that happen in your program. Pygame also has modules for managing fonts and time.

Cited Page

<https://www.pygame.org/wiki/tutorials>