

```
img = pygame.transform.scale(img,(img_size,img_size))
screen.blit(img,(((x*img_size)+self.map_x),((y*img_size)+self.map_y)))

x += 1
y += 1
```

```
def move(self, map_data, x, y):
    self.map_x = x
    self.map_y = y
```

```
class Interactable:
    def __init__(self, data):
        self.data = data
        with open('data.json') as f:
            self.data = json.load(f)

    self.map = self.data["map_data"]["file"]
    self.width = self.data["map_data"]["width"]
    self.height = self.data["map_data"]["height"]
    self.map_x = 0
    self.map_y = 0
```




Connor Layson

Student

Software Developer

 clayson2573@gmail.com

 connorlayson.github.io

 +1 (803)-447-1332

```
str=to_write
l=len(str)
buf = bytearray([0xe1, 0x40, 0x40, 0x05, 0x03, 0x00, 0xd1, 0x01, 0x00, 0x55])
buf[5] = (l+5)
buf[8] = (l+1)
self.eeprom[0:len(buf)]=buf
self.eeprom[len(buf)]=head
k=len(buf)+1
self.eeprom[k:k+l]=bytearray(str)
self.eeprom[k+l]=0xfe

for i in range(0, 5):
    j = i * 16
    hex_string = ":".join("%02x" % b for b in self.eeprom[j:j+16])
    print(j, "> ", hex_string, "> ", connorlayson.github.io)
```



#Button functions

class button: