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Intro: The goal of the project is to load images into a code to make animations to also use pygame download. You can also control the size of the object moving along the screen and how fast it goes across it.

Algorithm:

```
#Initialize
import pygame

def main():
    pygame.init()

    #Display
    screen = pygame.display.set_mode((640, 480))
    pygame.display.set_caption("move spheal")

    #Entities
    #background
    background = pygame.Surface(screen.get_size())
    background = background.convert()
    Transform background

    #make a image
    load.image
    spheal = pygame.Surface((100, 100))
    spheal = spheal.convert alpha

    # set up some spheal variables
    spheal_x = 0
    spheal_y = 330

    #ACTION

    #Assign
    clock = pygame.time.Clock()
    keepGoing = True

    #Loop
    while keepGoing:
```

```

#Time
clock.tick(30)

#Events
for event in pygame.event.get():
    if event.type == pygame.QUIT:
        keepGoing = False

#modify value
spheal_x += 5
#check boundaries
if spheal_x > screen.get_width():
    spheal_x = 0

#Refresh screen
screen.blit(background, (0, 0))
screen.blit(spheal, (spheal_x, spheal_y))
pygame.display.flip()

pygame.quit()

if __name__ == "__main__":
    main()

```

Code–

“”

```

import pygame

def main():
    pygame.init()

    screen = pygame.display.set_mode((640,480))
    pygame.display.set_caption("Spheal")

    spheal = pygame.image.load("picture(1).png")
    spheal = spheal.convert_alpha()
    spheal = pygame.transform.scale(spheal, (100, 100))

    background = pygame.image.load("picture2.png")
    background.convert()
    background = pygame.transform.scale(background, (640,480))

    picture = pygame.Surface((100, 100))

```

```
spheal_x = 0
spheal_y = 330
```

```
clock = pygame.time.Clock()
keepGoing = True
while keepGoing:
    clock.tick(30)
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            keepGoing = False
```

```
    spheal_x += 5
    if spheal_x > screen.get_width():
        spheal_x = 0
```

```
    screen.blit(background, (0, 0))
    screen.blit(spheal, (spheal_x, spheal_y))
    pygame.display.flip()
```

```
pygame.quit()
```

```
if __name__ == "__main__":
    main()
"""
```

Variable: main()