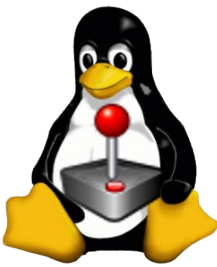


Python Game Programming

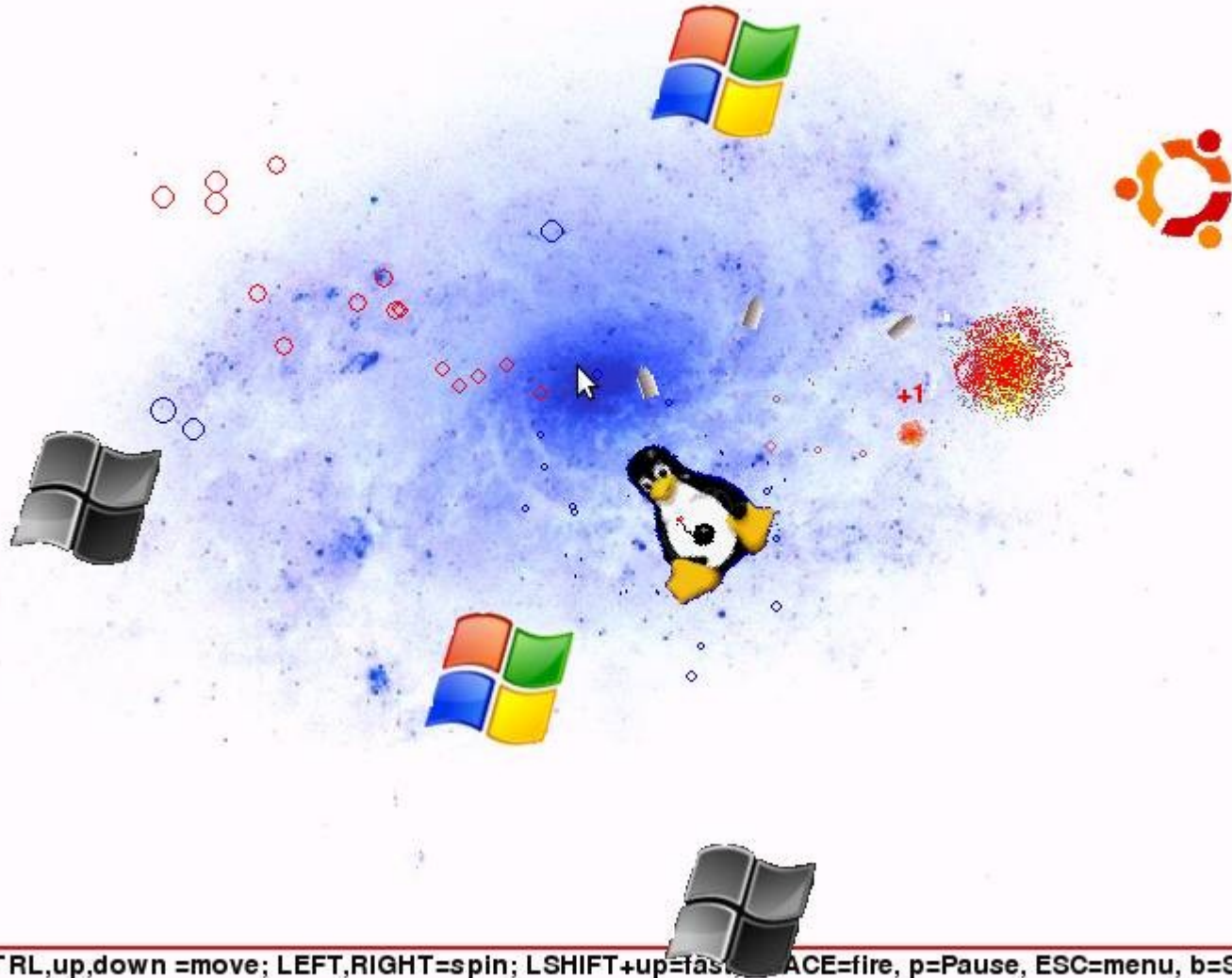
Horst JENS

<http://spielend-programmieren.at>

https://docs.google.com/presentation/d/1KkwVPA5WXYVwbHgNTRgfy94wpP6mp5P5_EuetRf9hwU/edit?usp=sharing

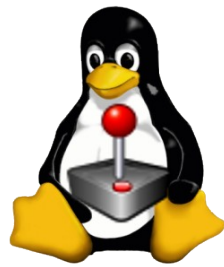


Score: 70 Kills: 68 max. 20 Ammo: 7 / 10 Fps: 63.0 Status: clean



mpad_0,R_CTRL,up,down=move; LEFT,RIGHT=spin; LSHIFT+up=fast; SPACE=fire, p=Pause, ESC=menu, b=Smartbo

Score: 72 Kills: 70 max. Enemys: 20 Ammo: 6 / 8 Fps: 57.0 Status: clean



GAME OVER (ESC = menu, q = play again)
lifetime wasted playing this game (h:mm:ss) : 0:03:58
Shots: 124 / Kills: 70 / HitQuota: 56 % ... that is tolerable
Score: 72 / biggest Wave: 20 Enemys / Rank: 1.

Bounce / Value / Times / Score

0	1	51	51
1	2		4
2	3		3
4	5		10
5	6	2	12

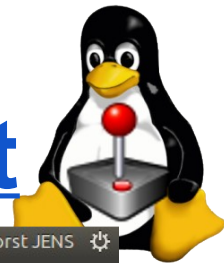


1.	72	56.5 %	0:03:58	24.8 %	Horst
2.	71	52.6 %	0:02:24	13.2 %	hardi
3.	38	63.9 %	0:01:10	14.0 %	moritz
4.	36	58.6 %	0:01:10	0.0 %	orz
5.	35	61.2 %	0:01:33	0.0 %	Lukas 1
6.	31	50.9 %	0:01:43	10.2 %	HRST
7.	22	51.9 %	0:00:57	0.0 %	Lukas
8.	21	55.0 %	0:01:10	0.0 %	Lukas2
9.	21	42.4 %	0:01:34	0.0 %	Lukas
10.	14	48.0 %	0:01:12	26.3 %	moritz



mpad_0,R_CTRL,up,down =move; LEFT,RIGHT=spin; LSHIFT+up=fast, SPACE=fire, p=Pause, ESC=menu, b=Smartbo

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spielend-programmieren [spielend-programmieren] - Chromium

Inbox (66) - horstjens@gm... 2012 Weiz Vortrag online... spielend-programmieren

spielend-programmieren.at/de:start

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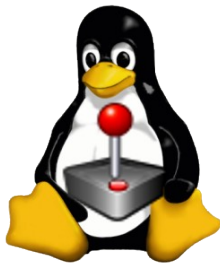
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Programmierungskurse

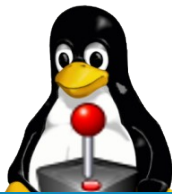
- Unterrichtet wird das programmieren, publizieren und vermarkten selbst erstellter Programme / Computerspiele



How to code games:



use game creating tools like Scratch
<http://scratch.mit.edu>

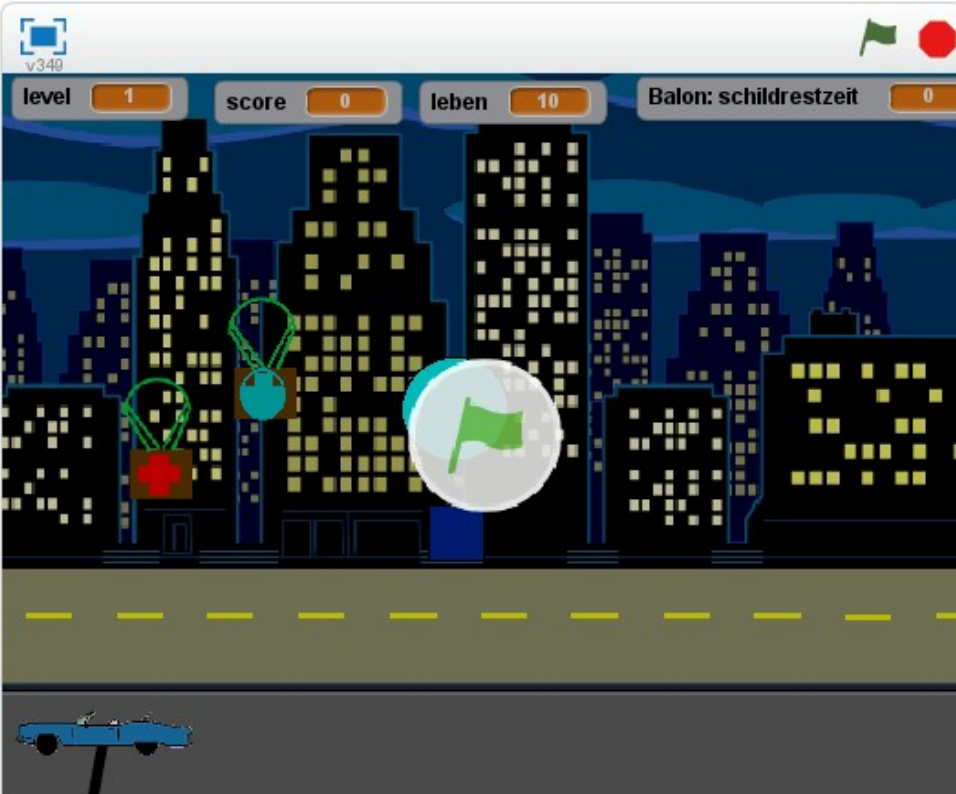


Balloon Game by Siencnik

by [siencnik](#)

28 scripts
11 sprites

[See inside](#)



Instructions

Controls:

- key f increase altitude
- key b: drob bomb
- doge soccer balls
- catch goodies
- watch snow flakes in airstream

Notes and Credits

Elias S

Group work by Lauwien Siencnik AlexRapidWien
Summer course www.spielend-programmieren.at

© Shared: 10 Jul 2013

Modified: 11 Jul 2013



3



3

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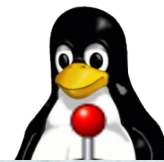
41



1

Learn Python3 with a good tutorial: Byte of Python

<http://swaroopch.com/notes/python/>



Swaroop, The Dreamer

Conning people into thinking I'm intelligent. Since 1982.

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A Byte of Python

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Python

A Byte of Python

'A Byte of Python' is a free book on programming using the Python language. It serves as a tutorial or guide to the Python language for a beginner audience. If all you know about computers is how to save text files, then this is the book for you.

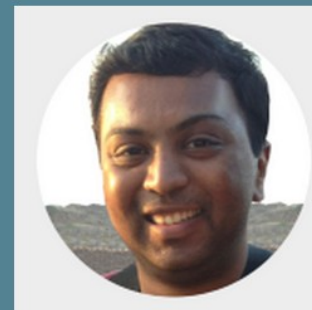
This book is written for the latest Python 3, even though Python 2 is the commonly found version of Python today (read more about it in [Python 2 versus 3 section](#)).

Who Reads A Byte of Python?

Here are what people are saying about the book:

The best thing i found was "A Byte of Python", which is simply a brilliant book for a beginner. It's well written, the concepts are well explained with self evident examples.

– Syed Talal (19 years old)



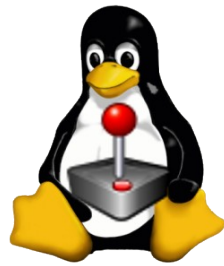
About

Swaroop C H is a web backend engineer. Has written popular free books on Python and Vim. Popular blog in India. Previously worked at Yahoo!, Adobe, own startup, Infibeam, and currently at [Automatic](#). → [More details in the About page](#)

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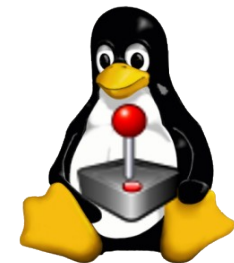
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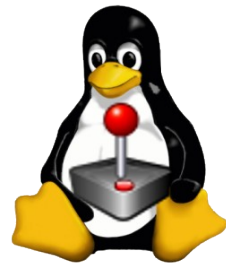
GoogleCloudPlatform/appengine-endpoints-tictactoe-python

JavaScript ★ 26 14

A simple backend for a Tic Tac Toe game using Google Cloud Endpoints, App Engine, and Python.

Last updated 18 days ago

Learn a special (python) tool like: Pygame (<http://www.pygame.org>)



- + 2D graphics, sound, music, mouse/Joystick control, sprites, access to the SDL Framework
- no standard GUI, slow/complicated 3d graphic

pygame

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Resources

What's New

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Cookbook

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game	(217)
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libraries	(140)



Search the pygame.org website

News

PySDL2 0.4.0 released - Jun 8, 2013

Marcus has released PySDL2 0.4.0.

PySDL2 is a wrapper around the SDL2 library and as such similar to the discontinued PySDL project. In contrast to PySDL, it has no licensing restrictions, nor does it rely on C code, but uses ctypes instead.

Version 0.4.0 is a feature release, which comes with

- a new sdl2.sdlmixer module, which provides access to the SDL2_mixer library,
- updates to includes the latest changes of the differnet SDL* libraries and
- several minor fixes

You can download it from <http://bitbucket.org/marcusva/py-sdl2/downloads>. The documentation, listing all of its features, can be browsed online at <http://pysdl2.readthedocs.org/>.

spotlight



Making Games with Python & Pygame - 1

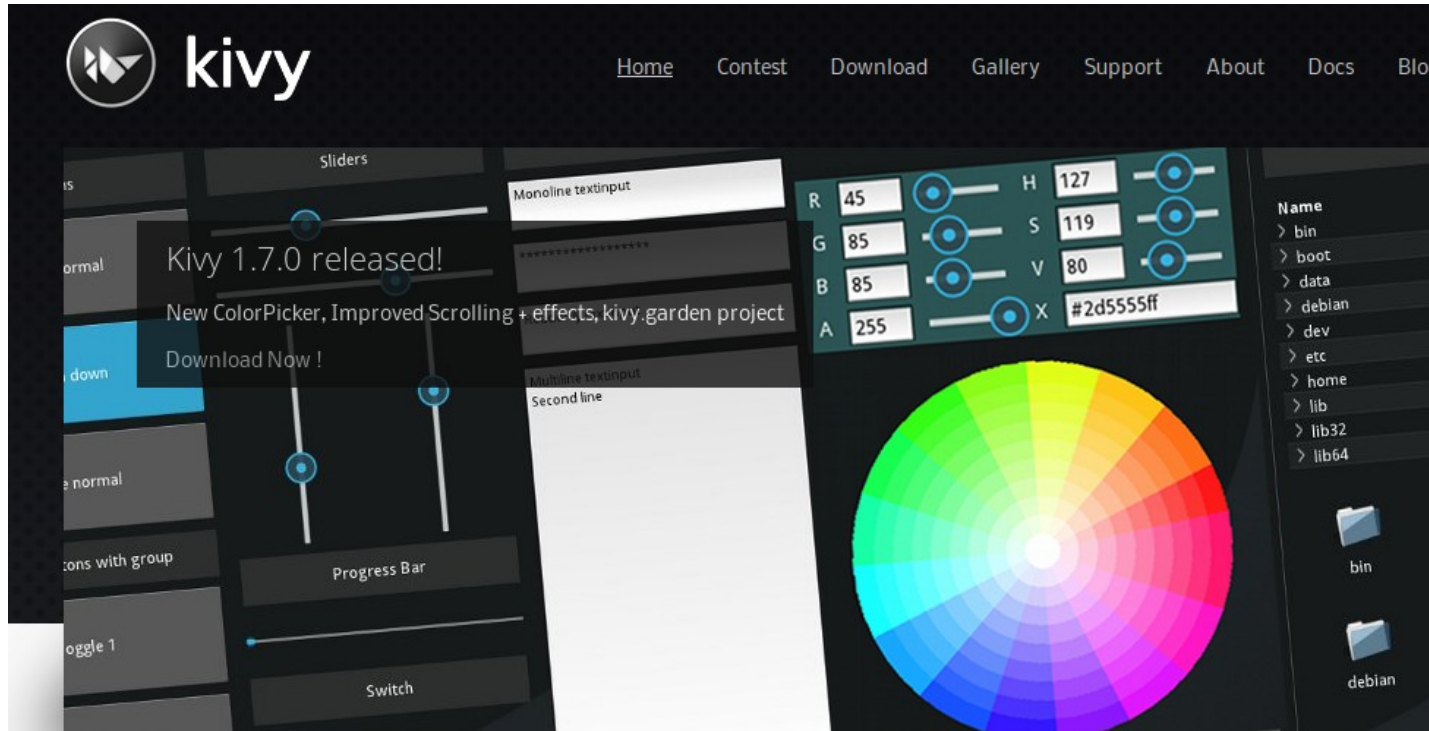


SubTerrex - 0.3.1

our projects

pygame.org welcomes all python game, art, music, sound, video and multimedia projects. If they use pygame or not.

Learn a special (python) tool like Kivy <http://kivy.org> + 2D graphics, GUI, Android / mobile support, OpenGL



Kivy - Open source Python library for rapid development of applications that make use of innovative user interfaces, such as multi-touch apps.



Cross platform

Kivy is running on Linux, Windows, MacOSX, Android and IOS. You can run the same code on all supported platforms.



Business Friendly

Kivy is 100% free to use, under LGPL 3 licence. The toolkit is professionally developed, backed and used. You can use it in a product and sell your

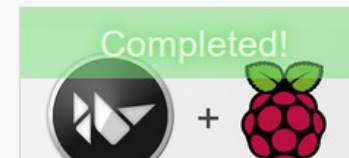


GPU Accelerated

The graphics engine is built over OpenGL ES 2, using modern and fast way of doing graphics.

The toolkit is coming with more

Funded by the community




Learn a special tool like BLENDER <http://blender.org> + 3D graphics, video and film and game editor

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Blender

model - shade - animate - render - composite - Interactive 3d

Blender is 3D creation for everyone, free to use for any purpose.
Free Software, great community, and 100% open.

 Blender 2.68

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Blender

News Headlines

from **BlenderNation**

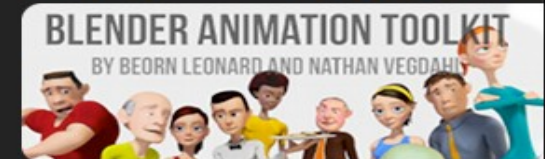
- **Creating Dual Meshes in Blender**
July 20, 2013
- **Reel: Hjalti Hjálmarsson**
July 19, 2013
- **Blender 2.68 Has Been Released**
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- **Wired Face Design**
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- **Micro 3D Scanning – 1 Focal Depth**
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- **Hand-painted Textures in Blender**
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- **Video: Bike Project**
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- **Portland Blender Meetup, July 20**
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- **Tutorial: Model the Perfect Cup of Italian Coffee**
July 17, 2013

Announcements

Blender Foundation Official Updates

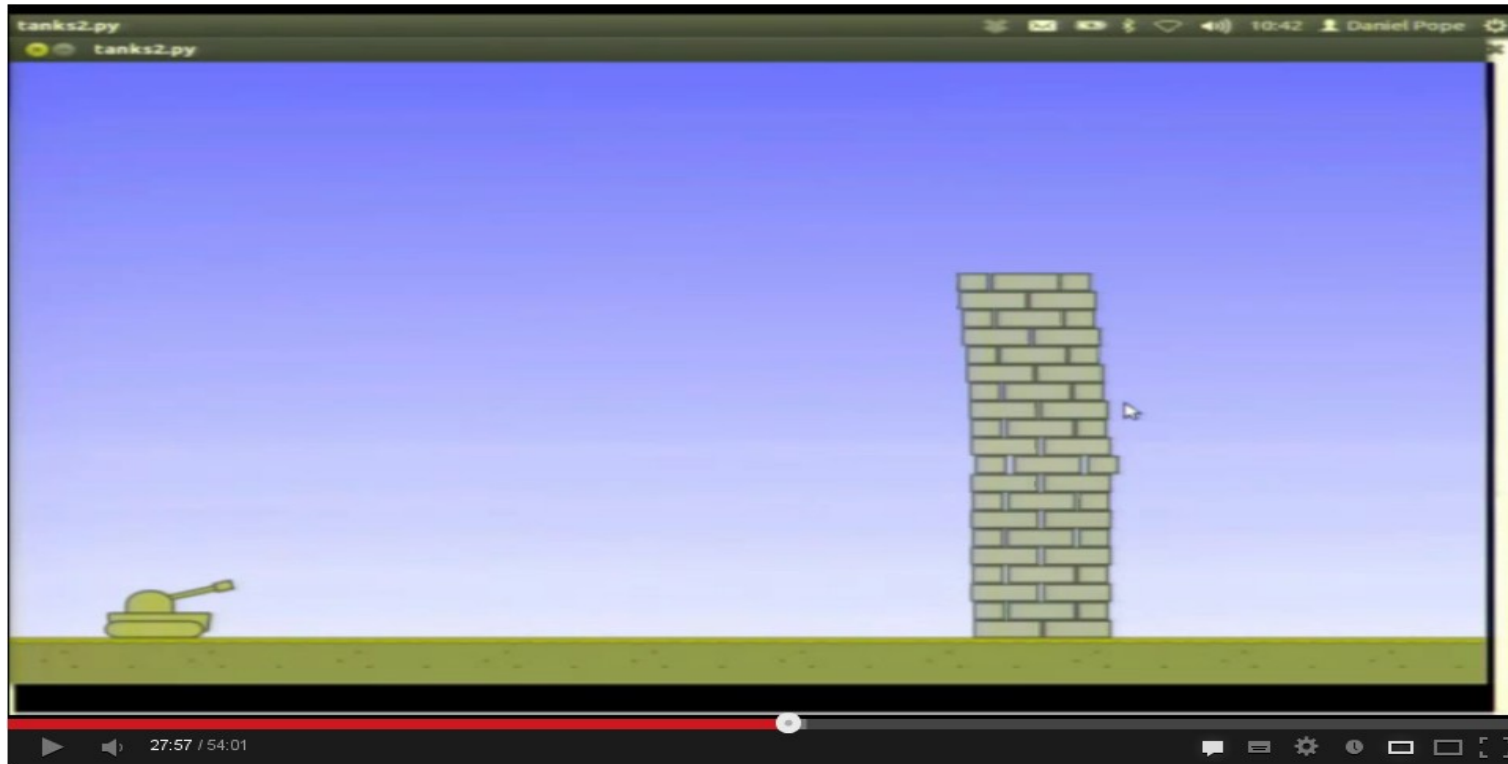
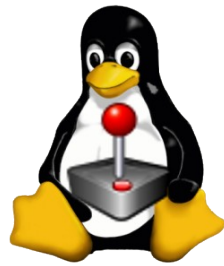
- **Blender 2.68 released**
July 18, 2013
Work has been done on modeling, rendering, speedup and security. But most of the efforts went to stabilizing and bug fixing.
- **Blender Conference 2013 - call for participation**
June 18, 2013
The 2013 conference will be in Amsterdam De Balie again, on 25-26-27 October.
- **Roadmap for Blender 2.7x, 2.8x and beyond**
June 16, 2013
Review or feedback on this proposal for Blender projects the next years.
- **Blender Foundation at Siggraph 2013**
June 15, 2013
Siggraph is the world's leading annual 3D CG event, this year in Anaheim CA, 21-25 July 2013.

 **blendernetwork**
Driving Blender Professionals

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Watch some Europython talks on Youtube

<http://youtu.be/G0jWMoOEFxc>



Daniel Pope - Programming physics games with Python and Op...



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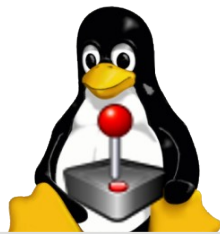
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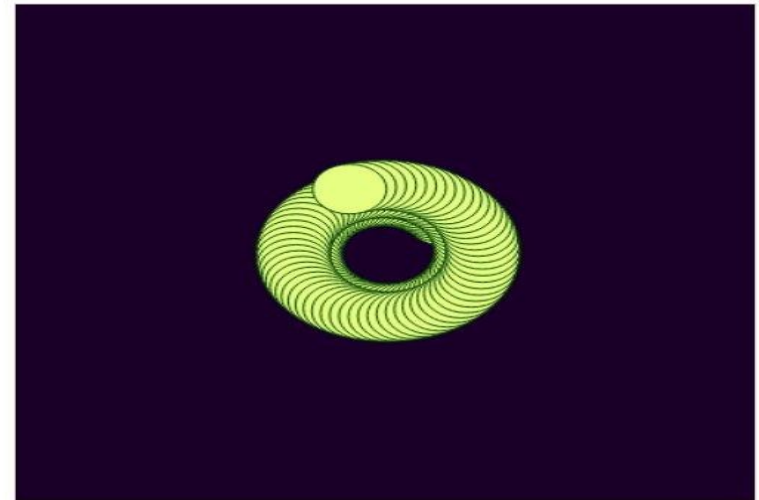
```
background(26, 0, 41);
stroke(1, 64, 3);
fill(230, 255, 130);

// how far around the circle the ball is, in radians
var angle = 0;

// how big the ball is
var radius = 41;

// the center of the canvas
var centerX = 200;
var centerY = 200;

var draw = function() {
  // calculate coordinates of the ball using sin and cosine
  var x = sin(angle) * radius;
  var y = cos(angle) * radius;
```



-2:38

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Documentation

Math

`abs(num)`

Take the absolute value of a number

`cos(deg)`

Take the cosine of an angle

`log(num)`

Take the logarithm of a number

Coloring

`background(red, green, blue)`

Set the background color

`color(red, green, blue)`

Store all three color components in one variable

`fill(red, green, blue)`

Questions

Tips & Comments

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Ask a question...

Where is the code that is calling the draw function multiple times?

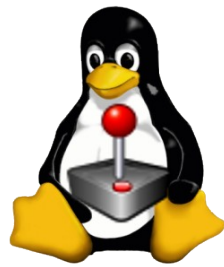
There is no loop construct inside draw(), so where does the repetition come from?

8 Votes ▲ ▼ • Flag

22 days ago by dempseyjp

the draw function is looped automatically.

<http://ThePythonGameBook.com>



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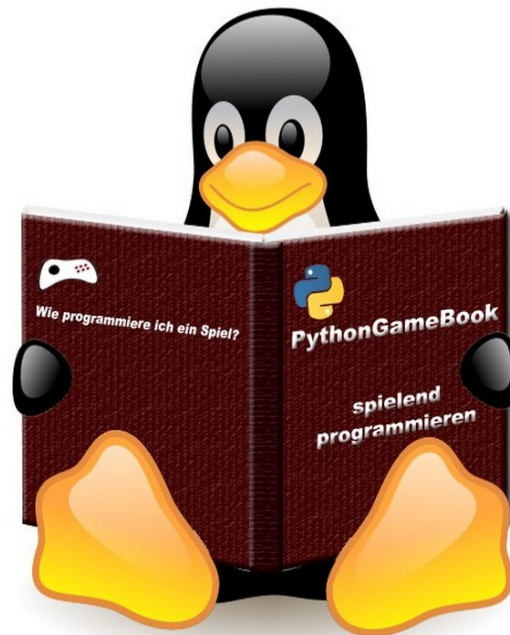
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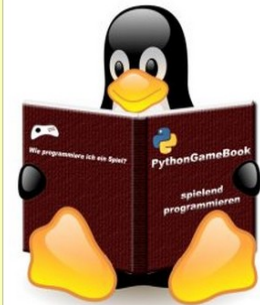
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The Python Game Book

Tux, the Linux mascot reading ThePythonGameBook



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