

Pygame Zero Cheat Sheet

Pygame Basics

Importing	<code>from pgzrun import *</code>
Run the game	<code>pgzero.run()</code>
Set height of screen to 100	<code>HEIGHT = 100</code>
Set width of screen to 100	<code>WIDTH = 100</code>
Add a background color to screen	<code>screen.fill(RGBcolor)</code>
Clear the screen	<code>screen.clear()</code>

Graphics

Create graphic with a picture file named 'My Image'	<code>actor = Actor(My Image')</code>
Change image of actor to 'new image'	<code>actor.image = 'new image'</code>
Set x position of actor to 10	<code>actor.x = 10</code>
Set y position of actor to 10	<code>actor.y = 10</code>
Shortcut to set x and y positions of actor	<code>actor.pos = 10, 10</code>
Display graphic on screen	<code>actor.draw()</code>
Display text on the screen	<code>screen.draw.text('Hi!', (0,0))</code>
Clear the screen	<code>screen.clear()</code>

Clock

Make your program wait for 2 seconds	<code>import time</code> <code>time.sleep(2)</code>
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Events

Do something if mouse is clicked	<code>def on_mouse_down():</code>
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Check if actor reaches position pos	<code>actor.collidepoint(pos)</code>
Check if actor collided with another actor	<code>actor.colliderect(actor2)</code>
Rotate an actor by setting an angle	<code>Actor.angle = 90</code>
Do something if a key is pressed	<code>def on_key_down():</code>

Keys

Returns True if the enter key is pressed	<code>keyboard[keys.RETURN]</code>
Returns True if the A key is pressed	<code>keyboard[keys.A]</code>
Returns True if the backspace key is pressed	<code>keyboard[keys.A]</code>
Returns True if the up arrow is pressed	<code>keyboard[keys.UP]</code>

More buttons and keys in the Pygame Zero Documentation:

<https://pygame-zero.readthedocs.io/en/stable/hooks.html#buttons-and-keys>

Functions

Pygame Zero automatically runs your draw function to show things on the screen on a loop.	<code>def draw() # drawing logic</code>
Pygame Zero automatically runs your update function on a loop.	<code>def update() # update logic</code>