Pygame Cheat Sheet

pygame.display.set_mode((width, height)): returns a window with width and height as dimensions

for event in pygame.event.get(): returns a list of actions taken since the last frame and loops through them

if event.type == pygame.QUIT: pygame.quit(): when put in the above loop, closes the game when you hit x

if event.type == pygame.KEYDOWN: checks if the event was a key press, the key can then be checked by event.key

List of keys that event.key can be: pygame.K_UP, pygame.K_DOWN, pygame.K_LEFT, pygame.K_RIGHT, pygame.K_SPACE, pygame.K_A-Z, etc

pygame.display.update(): updates the screen with all new shapes, text, images, and everything else that has been added or changed since last frame

pygame.draw.rect(window, (red, green, blue), pygame.Rect(left_x, top_y, right_x, bottom_y)): draws rectangle on window with the specified color and corners

pygame.draw.circle(window, (red, green, blue), (center_x, center_y), radius): draws a circle on window with the specified color, center, and radius

pygame.draw.line(window, (x1, y1), (x2, y2)): draws a line on window starting at x1, y1 and ending at x2, y2

os.path.join(folder, file_name): returns the specified file within the specified subfolder in the folder the python file is located in

pygame.image.load(file): returns a file (usually an image) that can be assigned to a variable in python

pygame.transform.scale(image, (width, height)): resizes the image to the desires dimensions

window.blit(image, (x, y)): displays the image on the screen with its upper corner located at x, y

Documentation: pygame.org/docs