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With this project I have learned many things about Python. Python's modules are incredibly useful, but can be tricky to understand. In order to avoid circular dependencies, you have to be careful with imports. When making a game engine in C++, you can separate declarations from definitions. This isn't possible with Python. A way of doing something similar, is to create a module for references to objects that will be used elsewhere. For example, to make the app object visible throughout the project without circular dependencies, I had to put a reference to it in the config module.