1. **How does pygame use the concepts surrounding OOP (think classes, methods, attributes, and encapsulation.) Use specific examples from the lesson.**

It uses OOP because often you would make different objects that would appear on the screen a different class. You would use methods and attributes in the class to make the object you are using in pygame to do stuff.

1. **Could this be done without OOP? Explain.**

Yes, this could be done without OOP but the code would have no reusability and you would have to keep rewriting parts of the code every time you would want the object to do something different.