# Créé par boivin, le 20/03/2017 en Python 3.2

import pygame

from pygame.locals import \*

pygame.init()

fenetre = pygame.display.set\_mode((640, 480))

ouvert= True

fond = pygame.image.load("background.jpg").convert()

fenetre.blit (fond, (0, 0))

perso = pygame.image.load("perso.png").convert\_alpha()

fenetre.blit (perso, (200,300))

pygame.display.flip()

while ouvert :

for event in pygame.event.get():

if event.type == quit or (event.type == KEYUP and event.key == K\_ESCAPE):

ouvert = False

pygame.quit()