Understanding the code and how to use it

IDEA - ALTER

**Import and initialize**

Import pygame

*like import random, allows for pygame functions*

pygame.iniit()

*initializes any pygame modules*

**Display configuration**

Screen = pygame.display.set\_mode((480,480))

*Creates a new window*

*I wanted a perfect square so I did 480 x 480*

Pygame.display.set\_caption(“ insert caption here”)

*Gives window a name*

*Not needed to run program(still probably want it tho)*

**Entities**

**Background color**

Background = pygame.Surface(screen.get\_size())

*Creates a surface called background and makes it the size of the screen*

Background.fill(pygame.Color(50,100,150))

*Fills the background surface with a color*

*If surface is not being changed might be easier to put this in the display config*

*Section?*

**Box (that moves)**

Box = pygame.Surface((25,25))

Box.fill((200,100,50))

*Creates a surface and fills it a new color*

**Fish(also moves)**

Fish = pygame.image.load(“Angryfish.png”)

*Loads image of poorly drawn fish*

Fish = fish.convert\_alpha()

*Keeps image as png*

*Current project works without*

Fish = pygame.transform.scale(fish, (75,75))

*Changes the size of the image*

**Assign values to key variables**

Clock = pygame.time.Clock()

*Allows us to set a frame rate*

box\_x = 100

box\_y = 100

*sets starting location for box*

fish\_x = 0

fish\_y = 0

*sets starting location for fish*

**Set up the loop**

Keepgoing = true

While keepgoing

*Creating a loop*

*Prefer to keep these together so it’s easier to read*

**Timer to set frame rate**

Clock.tick(24)

*Sets frame rates to 24*

*Movies are shot a 24 fps so I chose that*

**Event handling**

For event in pygame.event.get():

If event.type == pygame.QUIT

Keepgoing = False

*Exit condition for loop*

Box\_x = box\_x + 5

Box\_y = box\_y + 5

*Makes box move + 5 each direction every frame*

If box\_x > screen.get\_width():

box\_x = 0

box\_y = 0

*Resets box’s location when it hits the edge*

Fish\_x = fish\_x + 5

Fish\_y = fish\_y + 5

*Makes fish move +5 each direction every frame*

If fish\_x > screen.get\_width():

Fish\_x = 0

Fish\_y = 0

*Resets fish location when it hits the edge*

**Refresh display**

Screen.blit(background, (0, 0))

Screen.blit(box, (box\_x, box\_y))

Screen.blit(fish, (fish\_x, fish\_y))

*Copies images from memory*

Pygame.display.flip()

Prevents “flicker”

Pygame.quit()

*Not sure if working as expected?*

*Has no impact on code*