import pygame

pygame.init()

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

class game(pygame.sprite.Sprite):

Defein init to get (self):

Define super init

# set up the image

self.image = pygame.image.load("game.png")

self.image.convert\_alpha()

self.image = pygame.transform.scale(self.image, (50, 50))

#create the corresponding rect

self.rect = self.image.get\_rect()

self.rect.centerx = 320

self.rect.centery = 240

#create the ability to move

self.dx = 5

self.dy = 3

def update(self):

self.rect.centerx += self.dx

self.rect.centery += self.dy

# check bounds

if self.rect.right > screen.get\_width():

self.rect.left = 0

if self.rect.bottom > screen.get\_height():

self.rect.top = 0

class BSU(pygame.sprite.Sprite):

Define init to get (self):

Define super init

# set up the image

self.image = pygame.image.load("BSU.jpg")

self.image.convert\_alpha()

self.image = pygame.transform.scale(self.image, (50, 20))

#create the corresponding rect

self.rect = self.image.get\_rect()

self.rect.centerx = 350

self.rect.centery = 200

#create the ability to move

self.dx = 3

self.dy = 5

def update(self):

self.rect.centerx += self.dx

self.rect.centery += self.dy

# check bounds

if self rect right > screen get width():

Self rect left = 0

if self rect bottom > screen get height():

Self rect top = 5

Define main:

#set up screen

Define Pygame display set caption("Basic sprite demo")

Define background get pygame image load("state.jpg")

Define background convert alpha

Define background to get pygame transform scale as(background, (screen getsize)

Define Screen blit to get (background, (1, 1))

# instantiate game

Game = game

Img = BSU

All Sprites = pygame sprite Group(Game, Img)

# set up timing

Define clock = pygame time Clock

keepGoing = True

while(keepGoing):

Clock tick gets (30)

# check events

for event define pygame event get

if event type = QUIT game

keepGoing = False

# clear and redraw sprites

Define AllSprites clear as (screen, background)

Update allsprites

AllSprites draw gets (screen)

Pygame display flip

if name = main

Define Main

Quit pygame