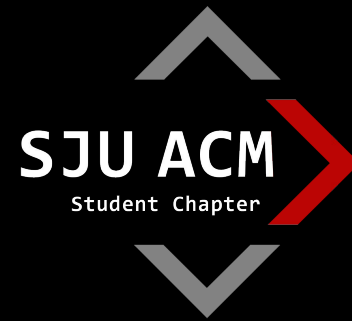


# PYTHON GAME DEVELOPMENT

SJU ACM STUDENT CHAPTER  
X  
SJU GET CLUB





# **ABOUT PYGAME**



# WHAT IS PYGAME?



- PYGAME IS A FREE, OPEN-SOURCE LIBRARY THAT ALLOWS FOR THE DEVELOPMENT OF VIDEO GAMES USING PYTHON
- PYGAME OFFERS THE FOLLOWING FUNCTIONALITIES:
  - GRAPHICS
  - SOUND
  - INPUT
  - GAME DEVELOPMENT
- PYGAME IS BEGINNER FRIENDLY, BUT YOU CAN GET VERY ADVANCED WHEN IT COMES TO OVERALL GAME DESIGN AND DEVELOPMENT
- FOR MORE INFO ON WORKING WITH PYGAME, VISIT:  
[HTTPS://GITHUB.COM/PYGAME/PYGAME](https://github.com/pygame/pygame)





**GETTING ON TO REPL.IT**



# STEPS FOR CREATING YOUR FIRST PYGAME ON REPL.IT

- 1) VISIT THE WEBSITE [REPL.IT](https://repl.it)
- 2) SELECT EITHER [LOGIN](#) OR [SIGN UP](#)
  - LOGIN IF YOU HAVE AN ACCOUNT ALREADY
  - SIGN UP IF YOU ARE FIRST TIME USER (YOU CAN USE YOUR GOOGLE OR GITHUB ACCOUNT TO CREATE AN ACCOUNT)
- 3) ONCE ON THE HOME SCREEN, SELECT [CREATE REPL](#)
- 4) SEARCH [PYTHON](#) IN TEMPLATES
- 5) NAME YOUR REPL [“SJUACMPYGAME”](#)
- 6) FOLLOW ALONG WITH JAKE TO LEARN SOME PYTHON FUNDAMENTALS AND BUILD OUT YOUR PYGAME!

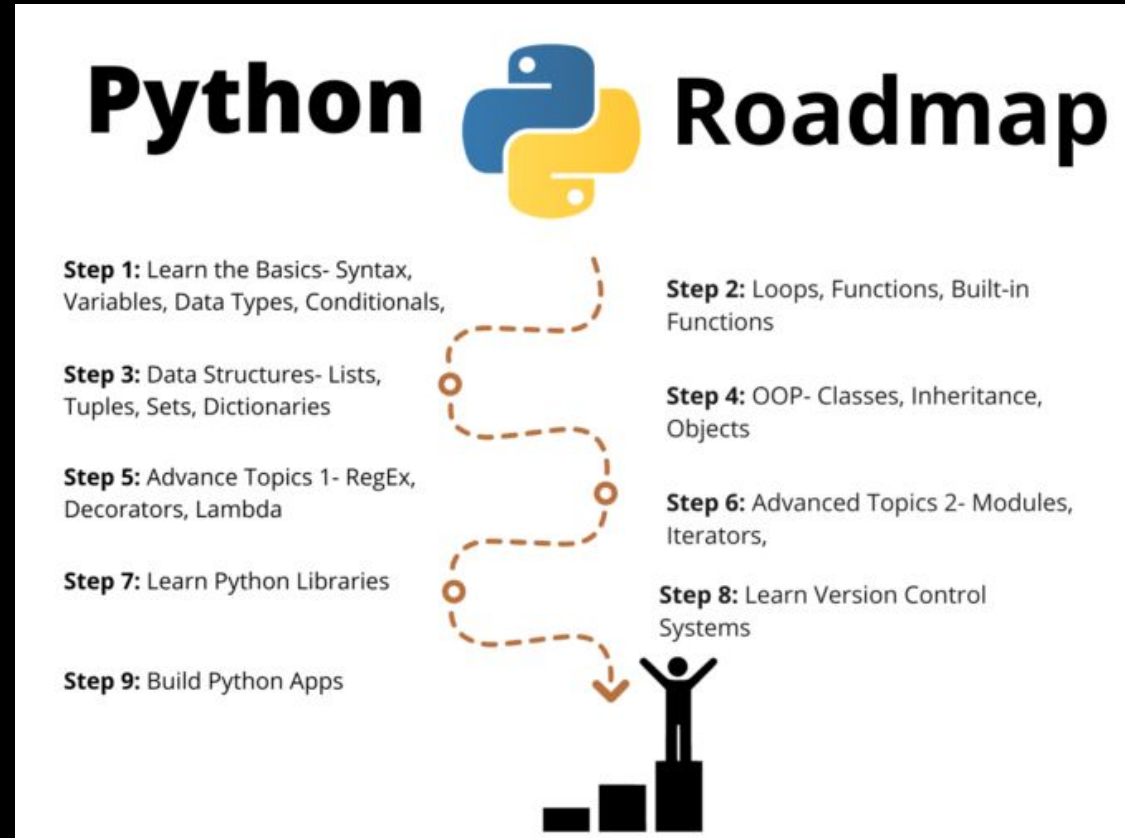




# PYTHON BASICS

# FUNDAMENTAL TOPICS WE WILL COVER

- VARIABLES
- LOOPS
- CONDITIONAL STATEMENTS
- LIBRARIES
- IF YOU WANT TO FOLLOW A STRUCTURE TO LEARN PYTHON MORE IN-DEPTH, CHECK THE IMAGE FOR GUIDANCE!





# **WHAT'S NEXT WITH PYGAME**





# WHAT CAN YOU DO NEXT WITH YOUR PYGAME?

- READ UP ON PYGAME DOCUMENTATION TO FIND OUT WHAT OTHER FEATURES AND FUNCTIONALITIES YOU CAN ADD TO YOUR GAME
- BE CREATIVE - ADD WHATEVER YOU THINK WOULD MAKE THE GAME MORE FUN!
  - HERE'S SOME INSPIRATION:
    - STARTING SCREEN
    - IMPROVED VICTORY SCREEN
    - SOUND/VISUAL EFFECTS
    - NEW CHARACTERS
    - DIFFERENT ATTACKS
    - JUMP AND BLOCK





# RESOURCES



# WHAT IS PYGAME?

- PYGAME GITHUB: [HTTPS://GITHUB.COM/PYGAME/PYGAME](https://github.com/pygame/pygame)
- PYGAME WEBSITE: [HTTPS://WWW.PYGAME.ORG/NEWS](https://www.pygame.org/news)
- DOCUMENTATION: [HTTPS://WWW.PYGAME.ORG/DOCS/](https://www.pygame.org/docs/)
- [INTRODUCTION TO PYTHON AND PYGAME](#) (PREVIOUS ACM MEETING)
- VIDEO GUIDES ON PYGAME:
  - [THE ULTIMATE INTRODUCTION TO PYGAME](#)
  - [PYGAME IN 90 MINUTES - FOR BEGINNERS](#)
  - [PYGAME PROGRAMMING TUTORIALS \(PLAYLIST\)](#)





**THANK YOU!**

