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2D Graphic Demo Documentation

My project is a simple demonstration of the basic graphics in pygame. There is a line, an oval, and a rectangle drawn onto the window. Underneath the shapes is an editable text object. To edit the text, just type on your keyboard. There is also an on/off button under the editable text. Clicking the button will change the button to off and will begin drawing an image onto the canvas. The image continually scales until it fits the window size. You can stop the scaling image by clicking off. By pressing on again, the image repaints and continues growing. What I learned along the way of doing this project is that a lot of my code can be optimized for better functionality. I also learned that pygame has two ways to update the screen, one of which is better at smaller screen updates and one is better at full screen updating, which matters in bigger game projects.

To run this program, you'll need [Python 3](#), and the Python library Pygame. "pip install pygame" from the command line will install the library for you once Python is installed. To run the game, run the command "python game.py" from within the game directory, or run the file game.py in your preferred manner.

A link to the source code for this project is [here](#).



