"""

Milestone C - Software Design and Integration

Lesson 0:

Blank Pygame Template with Raspberry Pi GPIO

"""

import pygame

#import RPi.GPIO as GPIO

import time

# Definitions

# Initialize Pygame

pygame.init()

# Set the width and height of the screen [width, height]

size = (600, 480)

screen = pygame.display.set\_mode(size)

pygame.display.set\_caption("My Game")

# Set main loop complete

complete = False

# Set the speed of loops

clock = pygame.time.Clock()

# -------- Main Program Loop -----------

while not complete:

# -- Main event loop

for event in pygame.event.get():

if event.type == pygame.QUIT:

complete = True

# - Add game logic should go here

# - Screen clearing code goes here

screen.fill((0,0,0))

# - Draw objects on the screen

# - Update the screen with our drawing

pygame.display.flip()

# Set frame rate

clock.tick(30)

# Close the window and quit.

pygame.quit()