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Here is a quick cheat sheet for using pygame, with side by side comparison to XEngine.

For a complete reference, use the official reference doc on their website:
https://www.pygame.org/docs/

To use pygame, first thing you need to do is to import the pygame module:

```
import pygame
# do pygame stuff
```

Description	Pygame	XEngine
Engine start up/initialization	pygame.init()	X::Start()
Engine shutdown	pygame.quit()	X::Stop()
Create a window and setting the resolution	win = pygame.display.set_mode((width, height))	Window is automatically created, resolution is set via xconfig.json
Setting window title bar name	pygame.display.set_caption(<your title string>)	Title is set in xconfig.json

Render loop and frame rate	clock = pygame.time.Clock()
	while True:
	    win.fill(<color>)
	    # draw stuff
	    pygame.display.update()
	    clock.tick(<int for desired fps>)
		Can draw anything anywhere within the GameLoop function. Frame rate is locked to monitor refresh rate.

Drawing functions	pygame.draw.rect(...) pygame.draw.circle(...) pygame.draw.line(...) ...	X::DrawScreenRect(...) X::DrawScreenCircle(...) X::DrawScreenLine(...) ...
Loading an image	img = pygame.image.load(<path>)	X::LoadTexture(<path>)
Drawing an image	win.blit(img, (x, y))	X::DrawSprite(...)
Loading a font	font = pygame.font.SysFont(<typeface>, <pointsize>)	A default font is loaded by the engine
Drawing text	text = font.render(...) win.blit(text, (x, y))	X::DrawScreenText(...)

Checking input	Two methods:
	
	for evt in pygame.event.get():
	  if evt.type == pygame.QUIT:
	    quit = True
	  if evt.type == pygame.KEYDOWN:
	    if evt.key == pygame.K_ESCAPE:
	      quit = True
	
	keys = pygame.key.get_pressed()
	if keys[pygame.K_SPACE]
	  shoot = True
		X::IsKeyDown(...)
		X::IsKeyPressed(...)

Loading a sound	sound = pygame.mixer.Sound(<path>)	X::LoadSound(<path>)
Playing a sound	sound.play()	X::PlaySoundOneShot(...)
Loading music	pygame.mixer.music.load(<path>)	X::LoadSound(<path>)
Music playback	pygame.mixer.music.play(-1) pygame.mixer.music.stop() pygame.mixer.music.pause() pygame.mixer.music.unpause()	X::PlaySoundLoop(...) X::StopSoundLoop(...)