

MS Paint in PyGame

About The Project

This project is a simple recreation of MS Paint in PyGame.

Getting Started

- Download the project via zip or git clone and unzip if necessary.
- For IDE:
 1. Open the project through your IDE's "open" directory.
 2. Press "Run."
 3. Type your inputs in the embedded console when writing text.
- For command prompt/terminal:
 1. Type "cd PATH_TO_FOLDER_HERE," replacing the capital text with the appropriate file directory to the folder containing the Python files, and press enter.
 2. Type "python main.py" and press enter.
 3. Type your inputs in the console when writing text.

Prerequisites

This application was designed for Python 3.11+.

Keybinds

Misc:

- C -- Clear screen
- L_Shift + S -- Screenshot

Colors:

- Press Z to open the color selection screen or use any of the keybinds below
- B -- Black (Default)
- R -- Red
- G -- Green
- U -- Blue
- W -- White
- A -- Gray
- L -- Gold
- P -- Purple/Plum
- V -- Violet
- I -- Indigo
- O -- Orange

- Y -- Yellow
- N -- Pink
- M -- Brown
- E -- Emerald Green
- Q -- Light Brown
- X -- Turquoise
- F -- Fuchsia
- H -- Sage Green
- J -- Taupe Brown
- K -- Burnt Orange
- D -- Navy Blue

Sizes:

- 0 -- One single pixel (Default)
- 1 -- Circle with radius 1
- 2 -- Circle with radius 2
- 3 -- Circle with radius 3
- 4 -- Circle with radius 4
- 5 -- Circle with radius 5
- 6 -- Circle with radius 6
- 7 -- Circle with radius 7
- 8 -- Circle with radius 8
- 9 -- Circle with radius 9

Text:

1. Press 'T' to enter text mode.
2. Click on the location you want to place your text.
3. View the above instructions for text.
4. Enjoy your text!

<https://github.com/Turfader/BIOE-Final>