After importing the basic functionality module provided, the module will make several imports of its own (including pygame), establish some important variables (that you will never access directly), and then grant you the ability to call the functions listed below.

hold_window

prevents the display from closing for a time (unless a key is pressed)

hold_window(duration:int) -> None

Gets the system time and then uses an event listener loop to check if a key has been pressed or if the amount of time specified by the "duration" argument has elapsed. Please note that the "duration" parameter is an integer value specifying the number of hundredths of a second to hold before closing the window.

draw_line

draws a line on the display using the specified colour and line width

draw_line(a:tuple[int, int], b:tuple[int, int], color:tuple[int, int, int], w:int) -> None

Draws a straight line from argument "a" to argument "b", both of which are ordered pairs of the form (x, y), to indicate a point that is x units to the right and y units down from the top left corner. The line drawn will use the colour specified by the "colour" argument and the line width specified by the "thickness" argument.

draw_rect

draws a rectangle on the display in the specified colour and line width

draw_rect(rect:tuple[int, int, int, int], color:tuple[int, int, int], w:int) -> None

Draws a rectangle using the four values provided in the tuple "rect". The first two of those values provide the (x, y) co-ordinate for the top left corner of the rectangle, and the next two values are the width and height, respectively. The rectangle will be drawn using the colour specified in "colour" and the line width specified in "thickness".

The documentation for **"portfolio_game_base_module_for_101388288.py"** continues below.

fill_window

fills the main display window with a solid colour

fill_window(r:int, g:int, b:int) -> None

Fills the display with the colour specified by the "r" (red), "g" (green), and "b" (blue) integer arguments. Please note that each of these integers must be in the range [0, 255], and students are required to use the colour assigned on the previous page (which will be one of those six colours in the palette below, identified both by name and RGB value).

draw_text

draw the text argument provided on the display

draw_text(text:str, y:int, color:tuple[int, int, int]) -> None

Renders the string provided as the "text" argument, centered horizontally but at the vertical position specified by the "y" argument, and using the colour that was provided by the ordered tuple of three integers (e.g., (33, 66, 99)) as the "colour" argument.

open_window

creates a pygame surface to act as a "display window" for graphical elements

open_window(name:str) -> None

Creates a display surface of size 640 by 480. The only parameter for this function is "name", used to set the caption of the window. Please ensure that the "name" argument you pass matches the name you selected for your game in the Brightspace registration quiz.