PYGAME CHEAT SHEET!

Getting set up!

```python
# Import the pygame
module
import pygame

# Initialise pygame
pygame.init()
```

The Game window!

```python
# Create the game window
size_x = 800
size_y = 600
screen = pygame.display.set_mode((size_x, size_y))

# Update the game window
pygame.display.update()
```

Writing to the screen!

```python
# Write size 36 turquoise text to the screen
colour = (0, 255, 255)
font = pygame.font.Font(None, 36)
location = (300, 10)
screen.blit(font.render("Flippy Bird", True,
colour), location)
```

Using Images

```python
# Load an image and draw it to the game window
my_image = pygame.image.load("my_image.png")
my_image_x = 0
my_image_y = 0
screen.blit(my_image, (my_image_x, my_image_y))

# Get the height of an image
image_height = my_image.get_rect().size[1]

# Flip an image
my_image_flipped = pygame.transform.flip(my_image, False, True)

# Get the bounding rectangle of an image
pipe_rect = pipe_image.get_rect().move(pipe['x'], pipe['y'])
bird_rect = bird_image.get_rect().move(bird_x, bird_y)

# Detect a collision
collision = pipe_rect.colliderect(bird_rect)
```

Events!

```python
# Get the list of events
events = pygame.event.get()

# Check to see if the event is a pressed or released key
if events[0].type == pygame.KEYDOWN:
        print("A key was pressed!")
elif events[0].type == pygame.KEYUP:
        print("A key was released!")

# Check to see which key was pressed
if events[0].key == pygame.K_UP:
        print("The up arrow key was pressed!")
elif events[0].key == pygame.K_DOWN:
        print("The down arrow key was pressed!")
elif events[0].key == pygame.K_q:
        print("The letter q was pressed!")
```

Pygame Events

```
pygame.QUIT
pygame.ACTIVEEVENT
pygame.KEYDOWN
pygame.KEYUP
pygame.MOUSEMOTION
pygame.MOUSEBUTTONUP
pygame.MOUSEBUTTONDOWN
```

Close the window

```python
# Import the system module
import sys

# Close the window and exit
pygame.display.quit()
sys.exit()
```

Different Keys

Key	Common Name
pygame.K_BACKSPACE	backspace
pygame.K_CLEAR	clear
pygame.K_RETURN	return
pygame.K_PAUSE	pause
pygame.K_ESCAPE	escape
pygame.K_SPACE	space
pygame.K_a	a
pygame.K_b	b
pygame.K_c	c
pygame.K_d	d
pygame.K_e	e
pygame.K_f	f
pygame.K_g	g
pygame.K_h	h
pygame.K_i	i
pygame.K_j	j
pygame.K_k	k
pygame.K_l	l
pygame.K_m	m
pygame.K_n	n
pygame.K_o	o
pygame.K_p	p
pygame.K_q	q
pygame.K_r	r
pygame.K_s	s
pygame.K_t	t
pygame.K_u	u
pygame.K_v	v
pygame.K_w	w
pygame.K_x	x
pygame.K_y	y
pygame.K_z	z
pygame.K_DELETE	delete
pygame.K_KP0	keypad 0
pygame.K_KP1	keypad 1
pygame.K_KP2	keypad 2
pygame.K_KP3	keypad 3
pygame.K_KP4	keypad 4
pygame.K_KP5	keypad 5
pygame.K_KP6	keypad 6
pygame.K_KP7	keypad 7
pygame.K_KP8	keypad 8
pygame.K_KP9	keypad 9
pygame.K_UP	up arrow
pygame.K_DOWN	down arrow
pygame.K_RIGHT	right arrow
pygame.K_LEFT	left arrow
pygame.K_INSERT	insert
pygame.K_HOME	home
pygame.K_END	end