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Programming 2

Research Terms and Definitions

*NOTE TO SELF: Need 5 definitions (3 direct quotes and 1 paraphrase minimum), needs definitions from a minimum of 3 sources, a citation for each definition, and a bibliography along with everything.*

**Pygame display (pygame.display.set\_mode(size\_var)):**

By setting the screen variable to pygame.display.set\_mode(size) *“we create a graphical window with the call to pygame.display.set\_mode(). Pygame and SDL make this easy by defaulting to the best graphics modes for the graphics hardware. You can override the mode and SDL will compensate for anything the hardware cannot do. Pygame represents images as Surface objects. The display.set\_mode() function creates a new Surface object that represents the actual displayed graphics. Any drawing you do to this Surface will become visible on the monitor.”* <http://www.pygame.org/docs/tut/PygameIntro.html>

**Pygame display (pygame.Surface.blit()):**

*“we erase the the screen by filling it with a black RGB color. If you have never worked with animations this may seem strange. You may be asking “Why do we need to erase anything, why don’t we just move the ball on the screen?” That is not quite the way computer animation works. Animation is nothing more than a series of single images, when displayed in sequence does a very good job of fooling the human eye into seeing motion. The screen is just a single image that the user sees. If we did not take the time to erase the ball from the screen, we would actually see a “trail” of the ball as we continuously draw the ball in its new positions… we draw the ball image onto the screen. Drawing of images is handled by the Surface.blit() method. A blit basically means copying pixel colors from one image to another. We pass the blit method a source Surface to copy from, and a position to place the source onto the destination.”* <http://www.pygame.org/docs/tut/PygameIntro.html>

<http://usingpython.com/pygame-tilemaps/>

<https://www.pygame.org/docs/ref/surface.html>